

COMPLETE
A-Z OF CHEATS



Volume Four

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Magazine
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N64 Hints & Tips Mag!



SOLUTIONS

Cheats &
tips for
every new
N64
game!

132

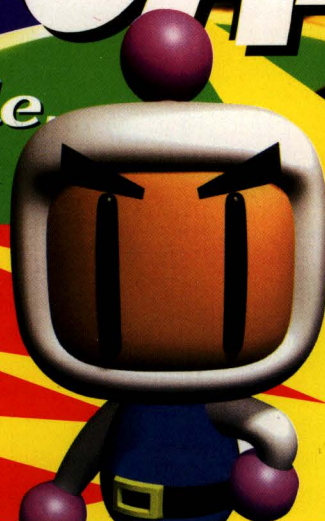
pages of raw cheats,
tricks and tactics!

SNOWBOARD KIDS

Complete track guide
plus all the secrets!

SOLVED: Nagano Winter
Olympics, MK
Mythologies, Automobili Lamborghini
and WCW Vs NWO!

PLUS! Mini tips and essential
details on all new N64 games!



Bomberman

Explosive solution - every
level explained in detail!

Blast onto page **6**



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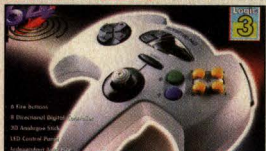
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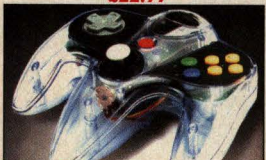
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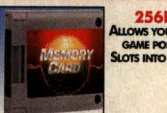
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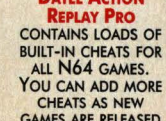
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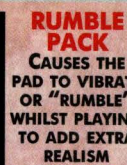
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64S(4)

WHAT?

Hit the piste! We present a complete playing guide to this button-bashing olympic event!

NAGANO WINTER OLYMPICS

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44

Boot the throttle!
Full track and car
guide, plus all
secret routes!



page
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AUTOMOBILI LAMBORGHINI

page
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WCW VS NWO

Grrrrr! Big men in tights - big solution with all the moves!

SNOWBOARD KIDS

page
68

It's brand new and we've got the full-on extreme playing guide to all tracks, power-ups, hazards and stunts.

THE BIG ONE!

page
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THE COMPLETE A-Z OF N64 CHEATS

The complete A-Z of Nintendo 64 cheats - full updated and including...

- Blast Corps (US)
- Cruisin' USA (US)
- Dark Rift (US)
- Diddy Kong Racing
- Doom 64
- FIFA 64

INSIDE



BOMBERMAN

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06

KA-BOOM! We take you through each level and tell you where to place those bombs.

MORTAL KOMBAT MYTHOLOGIES

Become the ultimate warrior using this fully mapped solution to one of the toughest games on the N64.

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TUROC DINOSAUR HUNTER

It's cheap! So now you can afford to get one of the most innovative shoot-'em-ups on the N64. We present the full solution.

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Goldeneye
J League Perfect Striker
Killer Instinct Gold
Mortal Kombat Trilogy
Multi Racing Championship
NBA Hangtime

Shadows of the Empire
Tetrisphere
Turok Dinosaur Hunter
Wave Race 64
War Gods (US)
Wayne Gretzky's 3D Hockey

Welcome to a new kind of tips magazine!

Thanks to the magic of official sales figures we can now announce that 64 SOLUTIONS is the biggest selling N64 tips magazine in the UK, if not the world!

Thanks to your continued support in buying the magazine in ever increasing numbers our plucky team has proved that there is a demand for a magazine solely devoted to solutions for N64

games. In fact we have now heard that there are two other N64 tips magazines trying to steal the glory of 64 SOLUTIONS. We know you won't be tempted by those cheap imitations though, and to celebrate our success, not only have we got seven complete solutions, such as Snowboard Kids, MK Mythologies and Bomberman, but also a FREE cover-mounted tips book on Diddy Kong Racing. Enjoy the magazine. Enjoy your N64!



WHO'S WHO!

A few words from the scurvy dogs who brought you this mighty tome!



Damian "Bleary" Butt: Managing Editor

Best thing about the Nintendo 64? Goldeneye and the four player mode, obviously. This issue the boss once again dominated the regular tournaments.

Favourite Game: **Goldeneye** **Email:** gecko@paragon.co.uk



Russell "Kingpin" Murray: Game buster

Best thing about the Nintendo 64? The fact that some games actually came out for it which meant Russell could do some work - hooray!

Favourite Game: **WCW Vs NWO** **Email:** 64sol@paragon.co.uk



Lisa "Web" Johnson: Designer

Best thing about Nintendo 64? The fact that Lisa's little Paul didn't manage to spend the shopping money on one without her knowing.

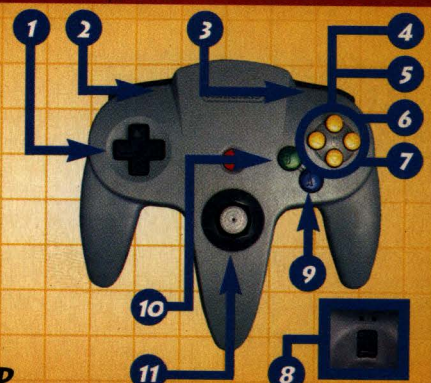
Favourite Game: **Outputting** **Email:** lisam@paragon.co.uk

Who else?: Without these guys this mag wouldn't be here! A nice big hand goes to Nick Trent, Roy Kimber, Paul Ridley, Stuart Taylor and Russell Murray's missus!

KNOW YOUR PAD WELL!

Here's a quick look at your cheating stick!

1. UP, DOWN, LEFT, RIGHT
2. L
3. R
4. C LEFT
5. C UP
6. C RIGHT
7. C DOWN
8. Z BUTTON
9. A BUTTON
10. B BUTTON
11. ANALOGUE PAD



BOMBER



It's da bomb! Whatever that means. Nintendo has adopted Bomberman and shipped him to our shores! Here's our step-by-step, detonation-by-detonation guide to completing the game!

GREEN GARDEN

Stage 1: Untouchable Treasure

This stage is fairly easy, and something of a learning experience. At various points along the way you will meet Sirius who will give you helpful (and not so helpful) information and advice. To talk to him, press B.

Your objective for this stage is to deactivate the four force shields surrounding the gem in Area Two by standing on four square glowing switches.

You start in Area One. The best thing to do first is to blow up the six pots directly in front of you, and collect the power-ups – it's always advisable to collect as many power-ups as possible on each stage.

The first switch is in a cage on the right as you enter Area One. To reach it, move around to the front of the cage, where there is a gap in the mesh at ground level. Kick two bombs through this gap so that they land against the pillars supporting the cage roof. When the pillars blow, the roof will collapse, and you can run around to the bottom left-hand side, climb up the steps and drop into the cage to activate the switch.

Now take the steps up out of the cage, drop to the floor, and make your way upscreen to the top of the stage, where a green lizard head guards the entrance to the next

area. Go right when you reach the head, and the next switch is hidden just under the raised platform in the corner.

To get through the green head to Area Two, detonate a bomb next to it and it will open its mouth.

Once in Area Two, and bearing in mind that direction is based on the default camera angle, go left, then down, until you see the third glowing switch. Climb the small flight of steps to the left and go upscreen to activate the switch. Downscreen from you is a bridge, underneath which is a pot containing a remote bomb power-up. Climb the steps to the bridge



and follow it along until you come to the end, then drop off upscreen to land on the fourth switch. Now simply make your way upscreen around the podium and up to the green arrow to exit the stage.



Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
Hudsonsoft

Game type:
Origin:

3D Platform
Japan

Released:
Price:

Out now!
£49.99

BOMBERMAN

Take Out That Bridge!

To get the gold cards on the first level, it's vital that you master the art of making a bomb bridge. When you finish the last stage of the Black Fortress, you'll get a credits sequence which shows you some of the secrets. One of the things it shows you how to do is to make a bomb bridge to get to the teleport in Area One. To get the gold cards on Stage One, you'll need the super bomb.

Use a slightly shortened version of the bomb bridge, as shown in the picture, to get up to the teleport above switch three in Area Two.

In the next area, Area Three, tap the C Left arrow twice to orient the camera, and you'll see a room with a load of pillars, laid out like so:

The super bomb item is under a grating held up by pillars A, B and C. As you can't get to the

pillars, you've got to bounce bombs off the other pillars across the water to get them, and here's how.

Set your bomb distance control to the B button. Stand just downscreen of K, and do a big throw, lobbing a bomb onto the downscreen edge of K. You'll

need to step back from the edge slightly to do this.

Keep using big throws, and

throw another bomb to bounce off K and onto H. Then throw a bomb to bounce from H to K and land on the platform on the other side, and throw a final

bomb to bounce off the other three and land resting against pillar C. Now detonate all the bombs.

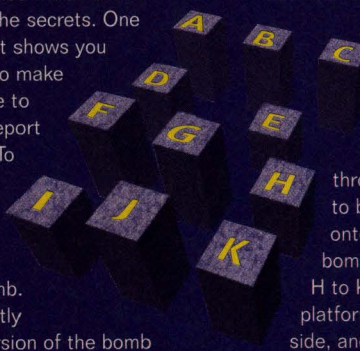
Move to stand downscreen from I. Do small throws this time, and throw a pumped bomb onto I, a normal bomb from I to F, another normal bomb from I to F to D, another normal from I to F to D to the opposite platform, and finally a normal bomb all the way across to

rest by pillar A. Detonate them.

Finally, you'll notice that you can't throw bombs from J to G to E because J is too high. Instead, stand diagonally on to H, and throw a bomb onto it, then throw another from H to E, and finally another from H to E to the platform, where it should stop by the pillar. (The easiest way to aim is to rotate the camera so that upscreen is a diagonal).

When the last pillar drops, the grating will fall and you'll be able to run around and drop down onto the platform holding the super bomb. If you miss the bomb icon (it gets released when the grating drops) then teleport out and back into the room, as the grating will not reset – the bomb will be in the block furthest from where you came in.

Now you have the bomb!



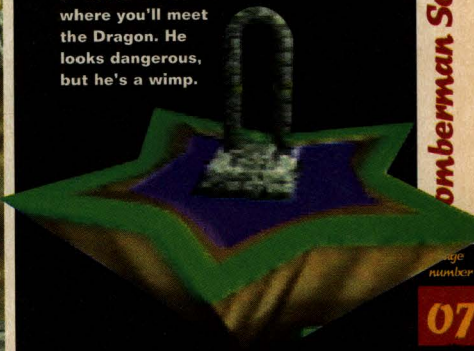
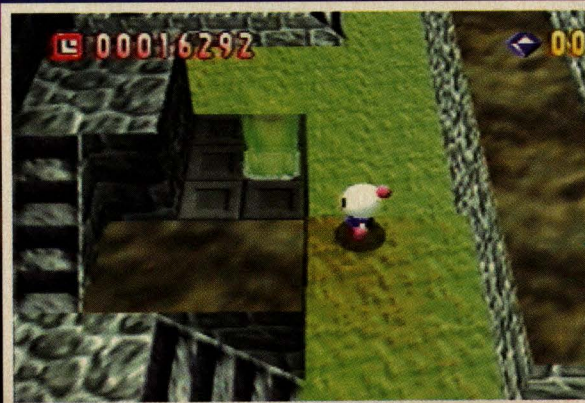
American Express

Throughout the game, you will come across gold cards – these aren't credit cards for rich sods, but the key to reaching the hidden Rainbow Palace. You need to collect 100 of the little devils to find the Rainbow Palace – instructions for this more-than-doddlesome task can be found alongside the main solution!

The large bridge at the end of Green Garden is where you'll meet the Dragon. He looks dangerous, but he's a wimp.

Candid camera

Because Bomberman 64 has a variable camera angle, to simplify things all directions are described in relation to the default camera angle when you enter a level. Forwards and backwards will usually be referred to as upscreen and downscreen.



Stage 1 Gold Cards

Gold card 1: In a blue column to the left of the waterfall, Area One. Get to it by destroying the blue pillars on the left blocking the stairs to the bridge.

Gold card 2: In a floating block to the right of the lizard head in Area Two. Cross to it by blowing up the blue pillars blocking the path across the river, then take out the block with a pumped red bomb. Stand on the grey switch to slow the water down.

Gold card 3: In Area Two, drop right off the bridge at the bottom to the teleport there – you'll need to nuke the blue pillars to do this



– then walk upscreen to the end of the room and blow the block you'll find there for the card. To get out, climb the steps and follow the walkway. If you slowed the water when you picked up card 2, you'll be able to wade along the river back to Area One and get out there.

Gold card 4: Kill thirty enemies.

Gold card 5: Complete stage within target time.

Stage 2: Friend or Foe?

This stage is fairly simple. Your helpful friend Sirius decides to test your combat skills by trying to kill you! With friends like these... He's fairly simple to defeat, since all he does is kick or throw bombs, and if you stay out of his way, he's liable to blow himself up anyway. Failing that, just kick a few bombs at him to stun him, and they should take him out. Your only problem will be if you get in the way of one of his



bomb kicking sessions, as he will happily kick you and you may be too stunned to move away from the bombs.

If he drops a pink heart, grab it and you'll be able to take a hit without dying.



Avoid the bombs your friend is throwing at you and remember to throw some back.



Stage 2 Gold Cards

Gold card 1: Hit Sirius with a bomb blast.

Gold card 2: Hit Sirius with a pumped bomb blast (basically you get them both with the one pumped bomb).

Gold card 3: Bounce a bomb on Sirius' head.

Gold card 4: Beat Sirius.

Gold card 5: Beat Sirius within the target time.

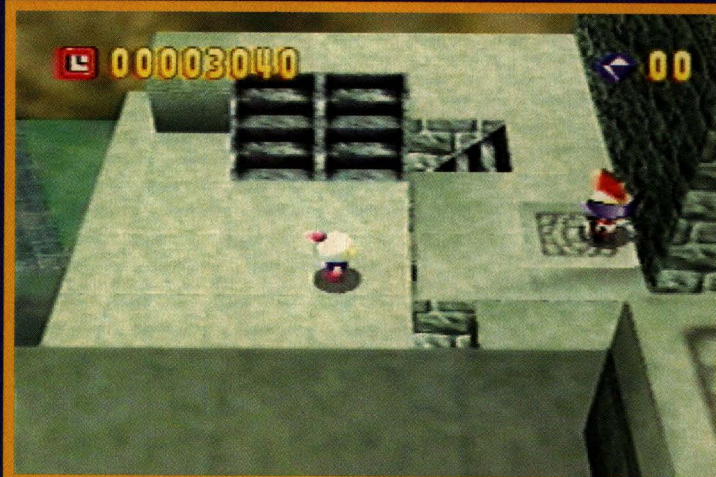


Stage 3: To Have Or Have Not

You start this stage in area one with the gem directly in front of you. Run upscreen towards it and an annoying bird steals it! Keep moving upscreen, and detonate a bomb by the lizard head to open it. Move through to Area Two, and you'll come out facing left. Continue left, and you'll see two sets of steps leading up to a platform with three square panels set in the floor. Kick a bomb under the bottom-most of the three panels and then quickly run up the stairs and stand on the panel. It will boost into the air, allowing you to climb off onto the roof at the top.

Make your way right along the roof and up the small flight of stairs to the gem, which will once again be stolen by the bird. Watch where the bird takes the gem, as it gives a clue to where you'll be going next. Go back down the steps and right until you drop off the roof, then make your

way back and out through the lizard head to Area One. Come downscreen to the junction of the path, then go right and you should see another set of stairs and another square bomb-powered elevator block. You may need to move the camera view around to get a decent view –





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
Hudsonsoft

Game type:
Origin:

3D Platform
Japan

Released:
Price:

Out now!
£49.99

Stage 3 Gold Cards

Gold card 1: In a floating block in Area Two. You'll need a remote bomb; there's one at the top of the tower in Area Two. Take the winding route which runs downscreen from where you came in, and you'll find the card in one of the blocks on that route.

Gold card 2: In a block on a small platform on the left side of the tower in Area Three. Go to the upscreen

end of the platform on the opposite side of the tower to the stairs which lead to the gem and drop left to get to it.

Gold card 3: In a block in the upper-right hand corner of Area Three. You need to bomb-bounce to get to it.

Gold card 4: Kill thirty enemies.

Gold card 5: Finish within the target time.



remember that these directions are based on the default view.

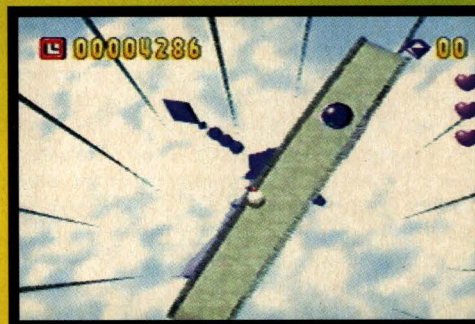
Once again, kick a bomb under the square panel and rush up the steps to ride it up to the roof of the building. At the top move right and upscreen and then climb the stairs to get to the gem, which will be stolen one last time by the bird. After watching the bird drop the gem at the top of the tower and then get whacked by Sirius (he could have come along a little earlier), you'll notice that your camera angle has changed. So, based on the new angle, come down the steps and then downscreen until you drop off the roof where you initially came up.

Go right and upscreen, followed by left and upscreen again to climb steps onto a small ledge. Once on the ledge, pump up a bomb, and drop it in front of the grey stone door, then drop off the ledge and move away. The bomb will destroy the door and the platform above revealing a teleport. Make your way upscreen onto the teleport and beam to Area Three. In Area Three, go upscreen from the arrival teleport and climb the steps immediately to your right. Go across the grass and drop down into the small open area, then go up the steps to the second area of grass. You'll see another boost platform, so kick a bomb underneath it and jump on, getting off to the left at the top. This will put you directly in front of the next boost panel, so kick another bomb under it and get on top! At the top this time climb off upscreen, because the platform to the left is very narrow and chances are you'll drop off the edge. Make your way upscreen to the edge of the platform and go left to climb the stairs, then come downscreen to grab the gem for the final time and exit the level.

Stage 4: Winged Guardian

On this stage you need to defeat the blue dragon defending a narrow bridge. It's not possible to fall off the sides of the bridge, but you can drop off either end, so be careful. The dragon has a few different attacks, from breathing fire to attempting to grab you in his jaws. To defeat him, pump up your bombs and detonate them close to his body. You can damage parts of him, like his wings for instance, but this only serves to make him angry, so it's advisable to go straight for the body. If he draws back and swoops towards you, he's not actually attacking, he'll just fly under the bridge, which gives you time to pump up a bomb and get ready to throw it once he's turned around. Be especially careful when you're pumping up a bomb if the dragon is breathing fire, because if the flames catch the bomb, they'll both detonate it and you.

Big Bombs are the most effective way to kill this monster. Aim for his body for a quick finish.



Stage 4 Gold Cards

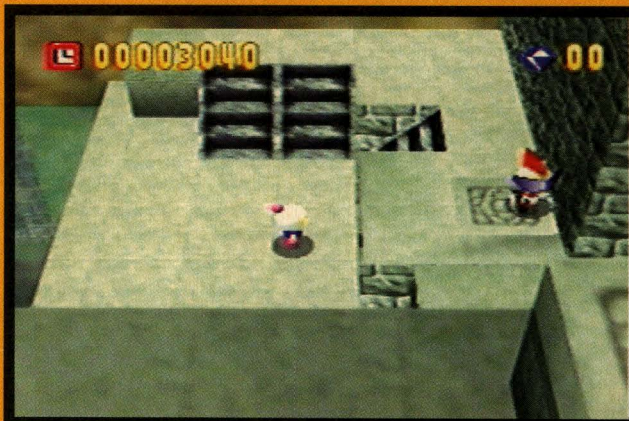
Gold card 1: Hit the Dragon's head with a bomb blast.

Gold card 2: Hit one wing with a bomb blast.

Gold card 3: Hit the other wing with a bomb blast.

Gold card 4: Hit the Dragon's tail with a bomb blast.

Gold card 5: Finish the stage within the target time – you must get all four of the other cards before you finish the stage though, unlike the exploration stages where you can go back once the stage is finished.



BLUE RESORT

Stage 1: Switches and Bridges

Rather surprisingly, this stage deals primarily with switches and bridges! From the start position in Area One, go left, up the steps and along to the left until you reach a pair of huge metal doors blocked by crates. The crates contain power-ups, but the doors cannot be destroyed as yet, even with a pumped bomb, so you'll need something a little stronger.

Go right and then forward up the steps to the trees, which will give you gems if you blow them up. Move right and up the steps by the water, then upscreen up the second set of steps to the raised bridge. To lower the bridge, pump up a bomb and place it at the top of the stairs.

Once the bridge has lowered, go upscreen across the bridge and on up the stairs to Area Two. In this area, there are loads of trees which will supply you with gems, but there are also large rotating guns that track you and drop fireballs on top of you if you stand still.

Go right slightly, and then walk upscreen parallel with the red-brick

building until you come to a set of steps with a square flowerpot next to them. If you blow up the flowerpot, you'll get a remote bomb. Carry on up the steps, and then upscreen up the next set of stairs and into Area Three.

In here, go left to the left-facing stairs leading up to a blue column. This is a switch, so climb the stairs and stand on it to activate. You'll notice that the dam cuts off the water flow to the area immediately below you.

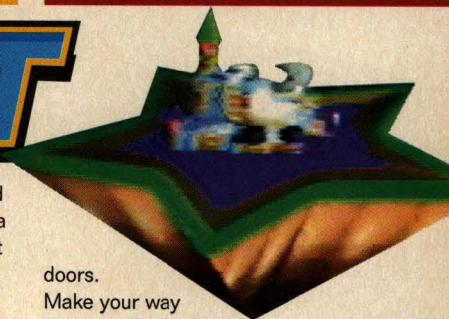
Now go right, and down the first stairs on your right into Area Four. Keep going down the stairs until you reach the pebbled area that was previously underwater. There are more guns in this room, so keep moving at all times. Make your way downscreen, down two flights of stairs, and blow up the first grey box on the right (with the noughts and crosses board on the top) to receive the super-bomb weapon. Now walk downscreen and drop off the wall to land back in Area One, on the opposite side of the water to where you started. Go left up the stairs, and drop a bomb by the

bridge to lower it – you don't need to use a pumped bomb this time, a small super-bomb will be sufficient – and come downscreen across it. Keep going in the same direction until you come down the steps next to the huge metal doors.

Now pump up a super-bomb and drop it by the doors. Wait until you get clear before you blow it though – if you don't have the remote item, run! Once the bomb has blown, go back and up through the open

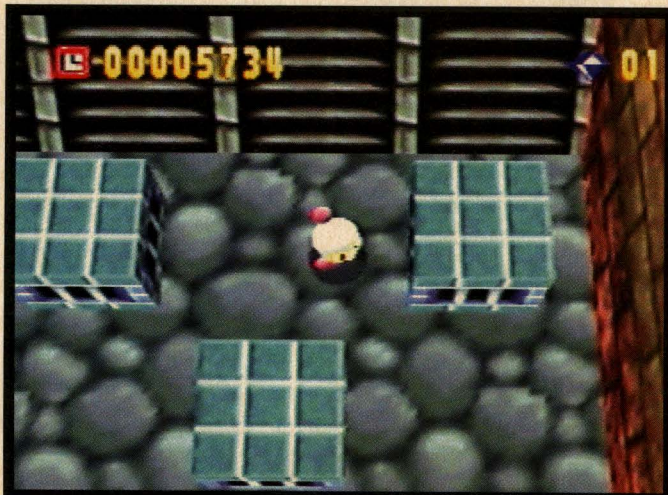
doors.

Make your way up the stairs in the upper-right corner of the building, and then go right and down onto the blue switch, which will lower the huge bridge just outside the building. Come downscreen and go left towards the green arrow to exit the stage.



The huge metal door at the end of the first Blue Resort stage is too strong for normal bombs. You'll need to get the powerful red bombs to take it out.

The powerful red bombs which you'll need to finish the level are hidden in a low square box which is protected by the huge tracking guns.





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
Hudsonsoft

Game type:
Origin:

3D Platform
Japan

Released:
Price:

Out now!
£49.99



Destroy the huge guns in the second part of this level and you'll find one of the gold cards.

Stage 1 Gold Cards

Gold card 1: Get a remote bomb in Area Two and blow up the rotating cannons with pumped bombs. One of them will give you the card.

Gold card 2: Enter Area Four using the bridge in Area Two, and then use a pumped remote bomb to bring down the bridge across the water. Go downscreen and blow up the square flowerpot for the card.

Gold card 3: By a tower in Area Three. Don't activate the switch, as this blocks your route. Instead, follow the platforms round and to the left.

Gold card 4: Kill thirty enemies.

Gold card 5: Finish within the target time.

Stage 2 Gold Cards

Gold card 1: Bounce a pumped bomb on Artemis' head.

Gold card 2: Hit Artemis with the blast from a pumped bomb.

Gold card 3: Hit Artemis with the blast from a pumped bomb while she's doing her special attack.

Gold card 4: Beat Artemis.



Gold card 5: Beat Artemis within the target time.

Stage 3: Pump It Up!

In Area One, from the start position, go left and drop a bomb to blow up the crate that's blocking the archway. Once you've taken care of the crate, go up through the archway and then right and up the stairs onto the walkway. Pump up a bomb and drop it by the rotating gun, then get clear. Once the gun has destroyed the gun, go downscreen along the walkway, left up the steps and across the bridge into the area with a tree. Keep moving left through this area and exit across the walkway into Area Two.

In the new room, move upscreen and drop a pumped bomb by the bridge to lower it. As soon as the bridge is down, go upscreen across it, and then go up the flight of stairs which runs left up to Area Three.

In here, go left slightly and downscreen to use a pumped bomb on the bridge that you find there. Cross the bridge, then climb the stairs to activate the blue switch. Go back right, across

the bridge and down the stairs that you came up back into Area Two. Keep on right down the stairs and at the bottom of the stairs go left and drop into the area that was previously filled with water.

The block structure second from the bridge contains a vital super-bomb item.

With your new



super-bombs, make your way left until you reach the wall with the red symbol on it. Pump up and detonate three bombs against this wall to make it move back in line with the other walls allowing water to flow along it, raising the exit staircase.

Now come down the screen and right a little to find the stairs leading out of the pit, and climb left up these to find the narrow stairs which take you too the exit. Climb them!



Stage 3 Gold Cards

Gold card 1: In Area One, at the left end of the walkway that you start on.

Gold card 2: In a plant pot in Area Two, across the bridge to the left of where you came in.

Gold card 3: In Area Three, follow the platform round from the switch and blow up the flowerpot up.

Gold card 4: Kill thirty enemies.

Gold card 5: Finish within the target time.



Stage 4: Sewer Savage

You now need to battle a mutant fish, who attacks you in three different ways. He pops out of the water and attempts to hit you with his mace-like appendage (fnarr), he nips ahead of you and throws bubbles at you, and he swims some distance away and leaps into the air, sending back a knife-like wave that chops bits from your

raft. In between, he'll swim quite harmlessly behind you. The best time to hit him is when he attacks with his 'mace', or when he's swimming behind you. Using a pumped bomb is the most effective way – you need to hit him on his body, although if you aim carefully, it is also possible to disable his mace. The bubbles can be easily avoided, and if they hit you, they only make you dizzy, so they're not too much of a problem. The knife-



Stage 4 Gold Cards

Gold card 1: Blow a pumped bomb up in the fish's face when he tries to hammer you.

Gold card 2: Blow a pumped bomb up against the fish's 'mace' appendage.

Gold card 3: Blow a pumped bomb up on the fish's tail when he's in bubble attack mode.

Gold card 4: Difficult one this – get the raft down to only one log. Needless to say, you should take the fish's energy down to minimum before you do this, as dodging will be a problem.

Gold card 5: Beat the boss within the target time.

Blow up a bomb on the tail of the mutant fish and you'll receive one of the gold cards. His 'mace' will also give you a card.



This huge mutant fish is the end-of-level boss for this stage. He will attack you with his tentacle, cut your raft to pieces, and attempt to wash you into the water.

wave is more dangerous, as it drastically reduces your space if you're not careful. The best thing to do is to run to one side of the raft when the fish swims out, and then when he jumps out of the water run back to the middle of the raft. This way you should hopefully only lose one log. Following the wave, you'll get a wash from the fish's re-entry into the water which temporarily swamps the raft and will push you off if you're not careful.

To avoid getting knocked into the water, position yourself fairly centrally on the raft, and as the water hits you, move forward (upscreen) to compensate. Be careful not to run off the edge when the water recedes!



Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
Hudsonsoft

Game type:
Origin:

3D Platform
Japan

Released:
Price:

Out now
£49.99

RED MOUNTAIN

Stage 1: Hot On The Trail

Beware of the burning balls of molten lava that fall from the sky! When they launch, they make a distinctive 'whoosh' noise so keep an ear out for it. Before they land, a shadow will appear, which should give you time to get out of the way, but they also set off any bombs they hit, so be careful not to get caught in the explosion. There are also things that look like cone-shaped rocks on this level which open to breath fire at you, and stun you if you touch them, so don't wait around near them.

There is more than one way to get to the exit on this level, but this is (in my opinion) the easiest.

From the start point in Area One, go up and then right onto the metal walkway. Follow the walkway along and down to the next rocky platform. Make your way up to the top end of this platform, and then go all the way left to another walkway also leading left. The large rock slab on the upper edge of the platform is a bridge which can be toppled by a pumped bomb, and this leads to Area Five and through there (across another bridge) to the upper part of Area Four. You'll be going the slightly longer way in order to collect the remote power-up. Follow the walkway left and down onto the metal platform, keep left straight across this and up the raised metal platform into Area Two.

In Area Two, continue onto the grey walkway, and go along it to the thin rock platform.

Follow the rock platform up the screen, and take the first walkway on the left, timing it so as to miss the fireballs which pass through it from the lava below. The walkway takes you to a rock platform in the shape of a reversed 'L'. Blow up the rock at the bottom and collect the remote bomb item that it releases. You'll see why you need this later.

Now go up and right, back across the metal walkway until you reach the thin rock platform, and go up to the next walkway on the left which you should cross. This walkway also has a pattern of fireballs passing through it, so be careful. Make your way downscreen to the bottom edge of the next rock platform, and go down the screen along the metal walkway that you'll find there to a junction platform with walkways leading left and right.

Here, take the left walkway to the next rock platform, moving you into Area Three, and placing you on a larger rock platform. Go left about halfway along this new platform, and then go upscreen to drop down onto the lower platform, then make your way to the upper-left hand corner and up the brown metal walkway to the next platform.

Climb the wide metal walkway upscreen until you're level with the red mesh. It's wise to pause here, since fireballs pass through just as they did the walkways previously. Time it, then move up onto the next metal walkway, and – again watching for fireballs – pass upscreen over the red mesh and onto the rock platform at the top. Watch out for fireballs from the sky when on the wide metal walkway.



Move right along the top edge of the platform until you reach the walkway leading down to the right – a super-bomb weapon can be picked up from one of the rocks here, but you don't need it to get off the level – and take the walkway to the small rock platform passing you to Area Four, which puts you on the rock platform with the blue mesh ramp.

Move right, and go up the ramp, stopping short of the red mesh. On the wall in front of you, you will see three switches. All three need to be activated by hitting them with a bomb to bring down the bridge leading to the exit. Unfortunately, the switches only stay down a short while before resetting, and the red mesh is perforated by fireballs at regular intervals. This is where the remote bombs come in handy. If you had normal bombs at this point, you'd need to rush to hit all the switches, and would likely get hit by a fireball. However, because remote bombs don't explode until you want

them to, it's possible to throw the bombs onto the switches so that they stay bouncing on top of them giving you as much time as you need to activate them all. The best switch to start with is the one on the top left. Go all the way to the left of the platform, and make sure you're in the last mesh row along on the left. Once you've reached this bit, you'll be able to move left and right along the section without getting hit. Throw your bomb at the switch to the left of the exit, then move right and do the same to the second switch. Then turn to face the third switch and bomb that one to lower the exit bridge, allowing you to pass over to the exit. If you find that you can't get your bombs to reach the first switch, then you'll need to exit the game and go to the options screen, and change the bomb distance control so that it's operated by the B button, instead of the analogue stick.

Stage 1 Gold Cards

Gold card 1: Take the right walkway at the junction platform in Area Two (the left walkway leads to Area Three) and blow up the rocks on the subsequent platform.

Gold card 2: Behind a metal door built into the bottom of the first platform along from the start platform.

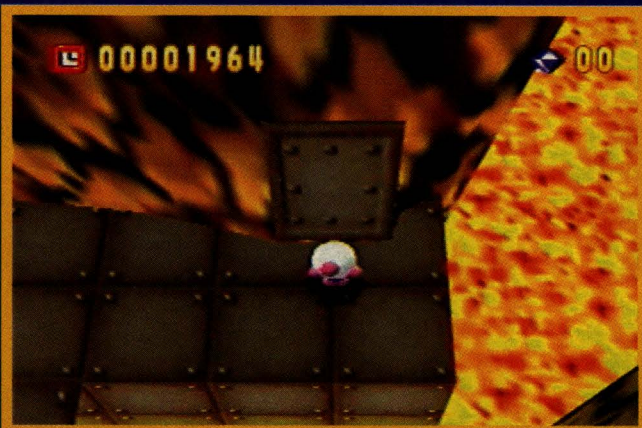
Get the super bomb and drop off the downscreen side of the platform to reach it.

Gold card 3: On the highest platform in the upper part of Area Four, reached through Area Five.

Gold card 4: Kill thirty enemies.

Gold card 5: Finish within the target time.

As you wander around level one, you'll find huge fireballs plummet down on top of you. Watch for the shadow, which will show you where they'll land.





Stage 2: Vs Orion

Sub-boss Orion has an expanding shield which protects him from explosions and knocks you dizzy if it touches you. While you're dizzy, Orion will try to pick you up and throw you off the platform, so it's imperative that you spin the analogue stick fast to recover. Like Artemis on level two, Orion recovers quickly, although the blocks on the level make it possible to trap him by firing off a load of bombs at him at once. You can tell when he's about to activate his shield because he crouches and grunts loudly.



Stage 3: On The Right Track

There is quite a long, convoluted way of negotiating this stage, but thanks to the miracle of modern sneakiness, it's possible to take a short cut.

From the start point in Area One, move down so you're level with the track, wait for a cart to pass then blow up the signal on the downscreen side of the track and go downscreen down the ramp to the walkway below. You should see a railway track leading to a rock platform way down below you.

Ordinarily you'd need to go through Areas Two and Three to reach the platform, but it's possible to reach it simply by jumping off the platform to the right and landing on the track. Jump off, and you might find it helpful to change camera angles for a moment while you clear

away the mine carts and any enemies. Once you've cleared the platform, reorient the camera angle back the way it was when you jumped down.

Move left along the track until you enter Area Five, where the default camera angle changes. Based on the new camera angle, go downscreen across the red mesh and along the rock platform until you come to the bottom edge, then move right until you come to a very long walkway going upwards. Follow the thin rock platform until you reach an obstruction, which you should destroy. Now wait by the track until an enemy cart goes past, and follow the track down, right, past the first rock platform and along to the next one.

Get off the track on the upscreen side of the platform, then walk upscreen down the walkway which leads from the right side of the top edge parallel with the track. This will take you down to a thin

rock platform, which you should follow upscreen to a larger square platform. Go right across this platform and take the second thin rock platform right, the downscreen and left onto the smaller square platform, then down and right along



Stage 2 Gold Cards

Gold card 1: Bounce a pumped bomb on Orion's head.

Gold card 2: Hit Orion with the blast from a pumped bomb.

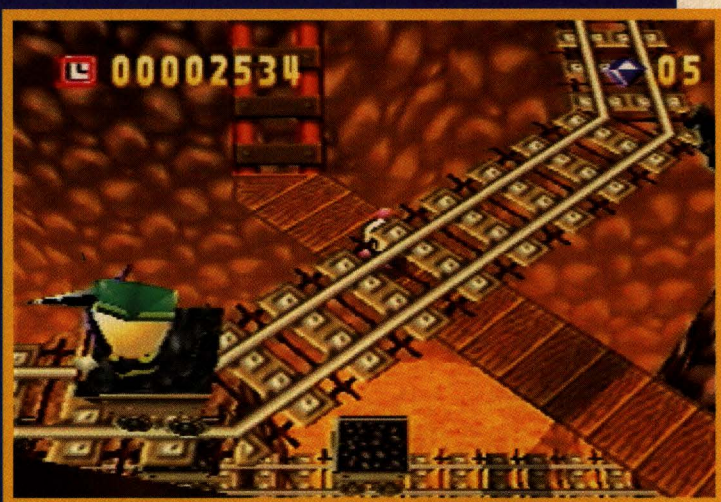
Gold card 3: Run directly into Orion's shield.

Gold card 4: Beat Orion.

Gold card 5: Beat Orion within the target time.



To get one of the gold cards from Orion you'll need to run onto his shield, which will daze you for a second, so you'll need to get up fast.



the third thin rock platform to a metal walkway leading up to the right. Go up the walkway to the large platform, drop a bomb on the small outcropping, and retreat back down the walkway a little way until the bomb destroys the barrel obstructing your progress. Move up

and right and you will see four pillars holding up a section of track.

Blow up the four pillars, then pass across the track without getting run over onto the metal platform with the green arrow to exit the level.



Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
Hudsonsoft

Game type:
Origin:

3D Platform
Japan

Released:
Price:

Out now!
£49.99

Stage 3 Gold Cards

Gold card 1: In Area Four, there are four switches situated near the tumbling boulders. Hit all four of them to activate the arrow by the spikes, and hit that to lower the spike and give you the card.

Gold card 2: Cross the mesh platforms in Area Three using the barrels. The card is inside a furnace.

Gold card 3: In Area Two inside a barrel, which is stacked on the edge of another barrel blocking one of the tracks. You'll need the remote bombs (which can be found if you follow the tracks in Area One) and the card is tricky to catch.

Gold card 4: Kill thirty enemies.

Gold card 5: Finish within the target time.



When the robot ducks under the lava, he'll emerge and fire at you with his eye beams. Keep moving!

Stage 4: Hot Avenger

The volcanic robot will attack you in a number of different ways. He will try to punch you to stun you, and then attack you with his eye beams. Try to dodge the punch, but if you fail, rotate the stick fast for a quick recovery before dodging the beams. The easiest way to accomplish this is to run to one side of the platform, then just as the robot fires (you'll know when this is, because his eyes start to flash) run across to the other side, and if necessary, around the edge, until the beams vanish. He will also attack you by spinning with his arms outstretched, at which point only his fists will hurt you, so you need to keep inside his reach such that the fists pass behind you.

The third attack comes when he ducks under the lava, then pops up so that only his head is showing and fires lasers with one or both eyes, which can be avoided by keeping on the move. The final attack seems only to happen if you succeed in disabling the robot's arms. He fires lava bombs from his hat, and the best

technique seems to be to get to the far left or right edge and hope for the best, since the bombs don't always give a shadow but they do seem to hit mostly in the centre of your

platform.

In between all these attacks, the robot walks round you in a circle. It is at this point that he is vulnerable – pumped bombs are recommended – and also when he's facing you head on. The most effective technique is to throw a

bomb at the robot's arm just as he begins to turn, so that he pivots into the explosion. This is a very good way to disable his arms, but isn't necessarily recommended since it triggers the lava bomb attacks which are the most difficult to avoid.

Stage 4 Gold Cards

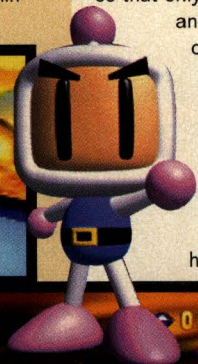
Gold card 1: Blow a pumped bomb up on one of the robot's arms.

Gold card 2: Blow a pumped bomb up on his other arm.

Gold card 3: Blow a pumped bomb up on his hat.

Gold card 4: Bounce a pumped bomb on the robot's head after destroying his hat, and you'll see Orion in the control hatch. Throw a bomb into the hatch.

Gold card 5: Finish within the target time.



The robot will hit you with his fist which dazes you and then fire a laser at you. You'll need to recover very quickly or else get fried by it.



WHITE GLACIER

Stage 1:

Blizzard Peaks

From your start position in Area One, go upscreen and drop off the start platform, and then head up left and cross the little bridge. You need to move left up the steep slope next, but if you do you'll find your way blocked by a bank of snow. To remove the snow, you need to start an avalanche, and this is achieved by dropping a bomb at the base of the snow blocking your path. Because Bomberman moves very slowly in the deep snow of the slope, the safest way to trigger the avalanche without getting swamped by it is to go left up the slope until you reach the piled snow, then come downscreen until your progress is blocked by a small wall. Drop the bomb here, then go immediately right until you're clear of the wall, and drop downscreen off the slope onto the platform with the tree. Stay here until the avalanche has passed. Now blow up the tree, then go upscreen and right up the slope to the top. Drop downscreen onto the platform which holds a snowman and a tree. Blow up the tree, then go to the bottom-left edge of the platform and drop to the small platform below, before going left through the door to take you to Area Two.

In Area Two you need to go up the mountain, and as if

snowball-throwing snowmen, bouncing snow-bunnies and mad snowboarders weren't enough to contend with, you have to deal with huge gusts of wind that threaten to blow you away. When the wind blows, just face into it and keep walking – you should be okay.

From where you came into Area Two, go right a short way, then come downscreen until you reach a fence, and go left up the slope. At the top of the slope, come downscreen again to the bottom of the next slope, and go left up that one to the slope with the hut which disgorges loads of snowboarders. If the snowboarders are a problem, a pumped-up bomb will take care of the hut and stop them. Go upscreen, passing to the right of the hut, to the top left of the platform, and take the bridge up and right to Area Three.

In Area Three, you need to make your way diagonally up and right up the slope to the summit, where you will come to a small fence and a ski lift just upscreen of you. The ski lift is inoperative at the moment, so come downscreen down the slope which runs parallel with the fence, and you'll come to a hut. Blow up the hut with a pumped bomb, then climb over the fallen roof and stand on the switch. Now return to the now active ski lift, climb on and you're out of there!

Stage 1 Gold Cards

Gold card 1: In Area One, inside the tree that you need to destroy to reach Area Two.

Gold card 2: In the tree behind the snowboarders' hut, at the top of the mountain in Area Two.

Gold card 3: Go right from the ski lift in Area Three, down the mountain and across the bridge to Area Four. Make your way down the mountain and you'll come to another hut spewing snowboarders. Go past this hut, and you'll find a tree standing on its own. This tree holds the card.

Gold card 4: Kill thirty enemies.

Gold card 5: Finish within the target time.



The switch which operates the ski lift is hidden behind a huge snow-covered hut. To get to it, come downscreen from the lift and blow up a bomb on the hut.



Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
Hudsonsoft

Game type:
Origin:

3D Platform
Japan

Released:
Price:

Out now!
£49.99



Stage 2: Vs Regulus

As with the other sub-bosses, Regulus has a special attack. He jets towards you and attempts to ram you. If this doesn't sound quite as dangerous

as previous special attacks, it's because it isn't. Regulus is one of the easiest bosses to beat. You'll know when he's about to commence his attack run as he gets a glowing halo around him before he comes at you. Because he attacks in a straight line, it's easy to move out of the way, but it's actually better to stand your ground, and instead kick a bomb at him which will stop him in his tracks.



Stage 2 Gold Cards

Gold card 1: Bounce a pumped bomb on Regulus' head.

Gold card 2: Hit Regulus with the blast from a pumped bomb.

Gold card 3: Kick a bomb into Regulus when he charges.

Gold card 4: Beat Regulus.

Gold card 5: Beat Regulus within the target time.

Hit Regulus on the head with a bomb to get a gold card.



Stage 3: Shiny Slippy Icy Floor

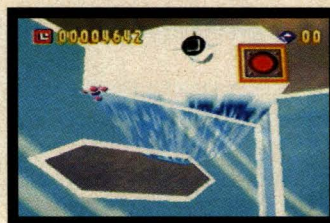
Okay, this level is a bugger, but fortunately not literally. Presumably the programmers decided that the game wasn't quite difficult enough, and so this level has a slight 'quirk', which we'll come to in due course.

You start on a thin platform in Area One. The icy-looking surface upscreen from you is – yes! – ice, but thankfully you don't have any gusts of wind to worry about this time. Move upscreen onto the ice, and go right parallel with the edge of the platform until you reach the first corner, then move upscreen across the platform and through the door into Area Two.

This is where the 'quirk' comes in. If you move forward, upscreen, you'll notice that the camera swings about so that you're viewing the game from underneath the platform. Fortunately this isn't really a problem, for the moment at least, since all you want to do is walk from one door straight across to the next. Start moving forward upscreen,



You'll need to slide down the slope at this point to get the switch.



which will quickly become downscreen as the view shifts, but just keep going in a straight line and you'll come to another door which you should enter to take you to Area Three.

This is the trickiest bit of this level. You enter Area Three on a small, thin platform. You need to make your way



along the really narrow bit until you're about level with the upper edge of the slope which drops away to the left (so at the point just before your platform widens again).

The next few steps happen without pause; you won't have time to stop and check the instructions, so read them all now! Move left onto the icy slope, and you'll begin to slide down it. You want to pick up as much speed as possible, so keep moving left as you slide. You'll need to keep moving upscreen

slightly to correct for the shape of the slope, and when you come to the first hole, make sure you go around it on the upper side. At the bottom of the slope, keep heading left, and if you went around the correct side of the first hole your momentum should carry you up the next slope avoiding a second hole, and past a white snow-covered platform with the switch.

When you pass this, move upscreen so that when you drop back to the right you land on the platform. Blow up the snowman,

then move right along the platform to activate the switch. Phew! Now drop downscreen off the platform onto the ice, and you'll slide down to the middle. Walk downscreen along the middle section, and then down and left to go through the door and into an elevator to Area Four.

Area Four is another one where the camera flips, but as before it's just a simple matter of keeping moving in one direction. Head downscreen until you reach the door back to Area One.



Once safely in Area One, follow the upper edge of the platform right until you come to the short path which leads to the ski lift, move upscreen and hop on the lift!

Stage 3 Gold Cards

Gold card 1: In an icicle at the end of a narrow ice walkway leading from the platform in Area Four.

Gold card 2: In an icicle at the end of a narrow ice walkway leading from the platform in Area Two.

Gold card 3: In an icicle standing on a small platform in Area Three.

To get to it, don't slide down the slope; instead follow the platform you enter the room on around to the left, then drop left off the end to land on the small platform.

Gold card 4: Kill thirty enemies.

Gold card 5: Finish within the target time.

End of level boss on this stage is a huge spider.



Stage 4: Cold Killers

The ice spider looks pretty vicious, but isn't that hard to defeat. As soon as you start, rush forward and keep yourself positioned under his shadow so that he can't hit you with his pincers. Occasionally he'll jump into the air and try to smash you. To avoid getting mashed, watch the shadows (one for his body, two for his claws) and keep under the body shadow while he's in the air.

The best way to get the spider is to pump up a bomb, and then wait either until he gets confused – he'll pause and a question mark will appear above his head – or else until the moment immediately after he lands from trying to smash you. Throw the bomb at his body, detonating it as close to him as possible, while running back to keep clear of the explosion.

Sometimes the spider will change posture and climb onto the wall, moving round it to release small enemies. The enemies are easily killed, and a well-placed pumped bomb will knock the spider off the wall.

When you knock the spider down to his last heart, he'll smash through the floor, dropping him and you onto his web below. His web has holes in it which you can fall through.

However, if you do sometimes Sirius will catch you and carry you up to drop you back on the web. One more pumped bomb to the body will then eliminate the spider for good.





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
Hudsonsoft

Game type:
Origin:

3D Platform
Japan

Released:
Price:

Out now!
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Stage 4 Gold Cards

Gold card 1: Hit one of the ice spider's claws with a blast from a pumped bomb.

Gold card 2: Hit the other claw with a blast from a pumped bomb.

Gold card 3: Hit the ice spider's helmet with a pumped bomb.

Gold card 4: Hit the ice spider's underside with a pumped bomb.

Gold card 5: Finish within the target time.

Blow off the ice spider's helmet to reveal the fourth of the gold cards.



BLACK FORTRESS

Stage 1: Go For Broke

This stage is actually in two parts – the first is a fairly simple matter of making your way from right to left to reach Area Six, and then you need to beat some automated weaponry.

You start in Area One. So far, we've been using the default camera angle to work from, but for this stage, it's extremely unsuitable, so tap C Right twice, and the resulting angle (you should be looking up the road) is the one the directions will be based on.

You can move up the road using either the left or the right carriageway, but for the purposes

follows; bus in right two lanes, car in right lane, bus in left two lanes, car in left lane. However, when you first enter an area, the sequence starts with the car in the right lane. Once you recognise the pattern, moving across the carriageway shouldn't be a problem.

The carriageway is full of lowered sections which prevent you from just running straight up the road through each level. Although not the simplest, what follows is the safest way to reach Area Six.

From the start point, go right and slightly upscreen, then head across the carriageway and up the slope onto the platform with the yellow circles. From this platform take the

and the next one, and move upscreen, bouncing on the bomb to get across. Your way is obstructed, so drop a bomb next to the obstruction and quickly turn around, move downscreen to the edge of the partition. Kick another bomb into the gap and bounce across to get clear of the resulting explosion. Once the obstruction has cleared, kick another bomb upscreen into the gap, and bounce back across the partitions.

You now want to get from the partition onto the grey part of the carriageway (it's not possible reach



tunnel to Area Two.

In Area Two, run right into the first gap in the wall and wait for the car to pass on the right, then go left and upscreen, down the steps



Rotate the camera angle to this position for the whole of the level. The traffic comes down the six lanes in a recognisable pattern – learn it!

of this guide, we're primarily using the right. You'll notice that each carriageway is divided into three lanes, and there are two kinds of traffic – the long buses that take up two lanes, and the small cars that only take up one. The traffic moves in a set pattern. The pattern is as

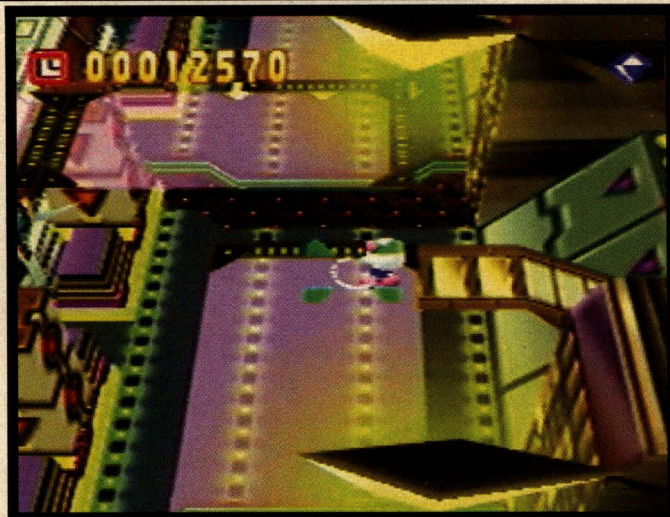
brown walkway onto the blue translucent platform. Move left along this one, and continue into the middle of the centre platform. From here, move upscreen and drop onto the pink carriageway partition below. Next, kick a bomb into the gap between the partition you're on



the next partition and you don't need to). To get across, throw a bomb so that it lands on the chequered, lower part of the road. Then run upscreen off the partition, bounce on the bomb, and nip out onto a clear piece of carriageway (either left or right) until your bomb has exploded, then duck back into the gap.

Now wait until a lane is clear, and run right and upscreen into the

to the lowered area, and wait in the right lane for the bus to pass on the left. Move into the middle lane and wait for the car to pass in the left lane then run left, upscreen up the steps, and right into the next alcove. Make your way upscreen in the alcove, wait for the car to pass on the right again, move left into the lowered bit, wait for the bus and car to pass on the left and go left and up the steps



and into the tunnel to Area Three.

This area is the first to have remote guns. They track you when you're on the translucent walkways and you can't destroy them, so just keep moving so that they don't get a lock.

When you enter Area Three, run right up the slope onto the platform with the yellow circles and then go left up the brown ramp onto the purple walkway. Next, head upscreen to the top edge, right down the next brown ramp and onto the slope down to the carriageway. Time your run, and go left to the gap in the central partition, then watch the pattern of the vehicles on the left carriageway (the pattern is similar to the one on the right, except that the car comes before the bus on each side) and run across left, up the other slope and then right up the brown ramp onto the purple platform.

Follow the platform all the way right, then upscreen to the brown ramp and right down it to the slope. When the traffic allows, go left onto the carriageway and upscreen into the tunnel and Area Four. In Area Four, go immediately right into the alcove by the wall, and repeat the same steps you did in Area Two to take you to the tunnel for Area Five.

Here, run immediately left and upscreen until you reach the gap between the partitions. Dodge the traffic and run left, up the slope to the dotted walkway, and go right up the brown ramp onto the red translucent walkway, and across until you're over the central partition. Face upscreen, and position yourself so that when you throw a bomb, it lands at the base of the partition. The next three actions need to be done rapidly; pump up a bomb, throw it upscreen so that it lands by the base of the partition, then quickly as possible, grab another bomb and throw it on top of the pumped one before dropping down onto the two bombs.

If you're fast enough, you'll bounce off the bombs onto the partition before they explode. You'll get dazed when you do, so be careful when rotating the stick to stand up or you'll fall off the partition.

Kick a bomb upscreen into the partition gap, and bounce across upscreen to the other side. Then throw a bomb upscreen so that it lands in the lowered section of road, and bounce off it onto the next bit of the carriageway. Timing your run, go left across the carriageway and up the slope, then go right up the brown walkway onto the translucent platform. Now go downscreen until you reach the bottom edge, right until you reach the right edge, and up until you get to the walkway with little red arrows which takes you to Area Six.

The camera angle changes for Area Six, so based on that, come downscreen up the first ramp, then left up the next ramp and upscreen along the walkway to the brown platform, and right to the two boxes. Blow them both up for super bombs and remote bombs, then continue right, downscreen on the purple walkway, and left down the ramp back to the junction. Come downscreen into the arena. Blow up the two boxes to give you room to move, then move downscreen across the red symbol.

Once the guns have come out, move back across the symbol onto the brown floor, putting you out of range of the autogun. Start kicking bombs upscreen along the centre of the arena, keeping an eye out for the blue fireballs that the side guns will launch. You'll have a warning because the gun ports glow blue and a whirring noise rises in pitch before they fire. You'll need to dodge them. Keep kicking bombs and the guns should be destroyed fairly quickly, allowing you to exit the stage.

Stage 1 Gold Cards

Gold card 1: In the right section of Area Two, in the traffic pole in the last alcove on the right.

Gold card 2: In the right section of Area Four, in the traffic pole in the last alcove on the right.

Gold card 3: In the left section of Area Four, in the traffic pole in the last alcove on the left.

Gold card 4: Kill thirty enemies.

Gold card 5: Finish within the target time.

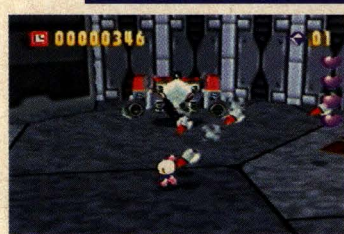


Stage 2: High-Tech Harvester

This hovertank boss has a number of weapons. The worst are the seeker missiles, which will lock on to you if you're close enough. You'll need to detonate bombs behind you to destroy them. If you see them about to launch – the red covers will open prior to firing – then move away, and the seeker missiles will smack into the ground. Other weapons include two satellites, which follow you then laser a circle on

the ground, which will erupt in a huge and lethal explosion. A red beam from the centre of the vehicle doesn't harm you, but locks the machine-guns onto you, so you'll need to keep moving to avoid getting shot. Another attack is when the vehicle flips into the air, and then charges straight at you, so you'll have to dodge out of the way. It also launches a strange glowing sphere, which doesn't harm you, but seems to make you and your bombs move slower. The easiest way to take out this boss is to use normal bombs, rather than pumped bombs, and keep kicking them at it and detonating them when they're near to it.

The hover tank launches satellites which track you and detonate the ground under your very feet.





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
Hudsonsoft

Game type:
Origin:

3D Platform
Japan

Released:
Price:

Out now
£49.99

Stage 3: Trap Tower

On this stage, you need to make your way up and out of the tower.

You start on a metal platform at the left of Area One. Go right between the square poles, and then upscreen to stand on the switch (a square panel) which activates a bridge to your right. Come downscreen and right across the purple bridge, then upscreen, right up some steps, and continue right to activate switch two, which sets off lasers to the left. Go left, taking care to avoid the lasers, down the steps, then downscreen and up the second set of steps to the right. You'll see a walkway with three squares that change from red to green. Make your way across right, staying on the green square, and get on the elevator to go up to Area Two.

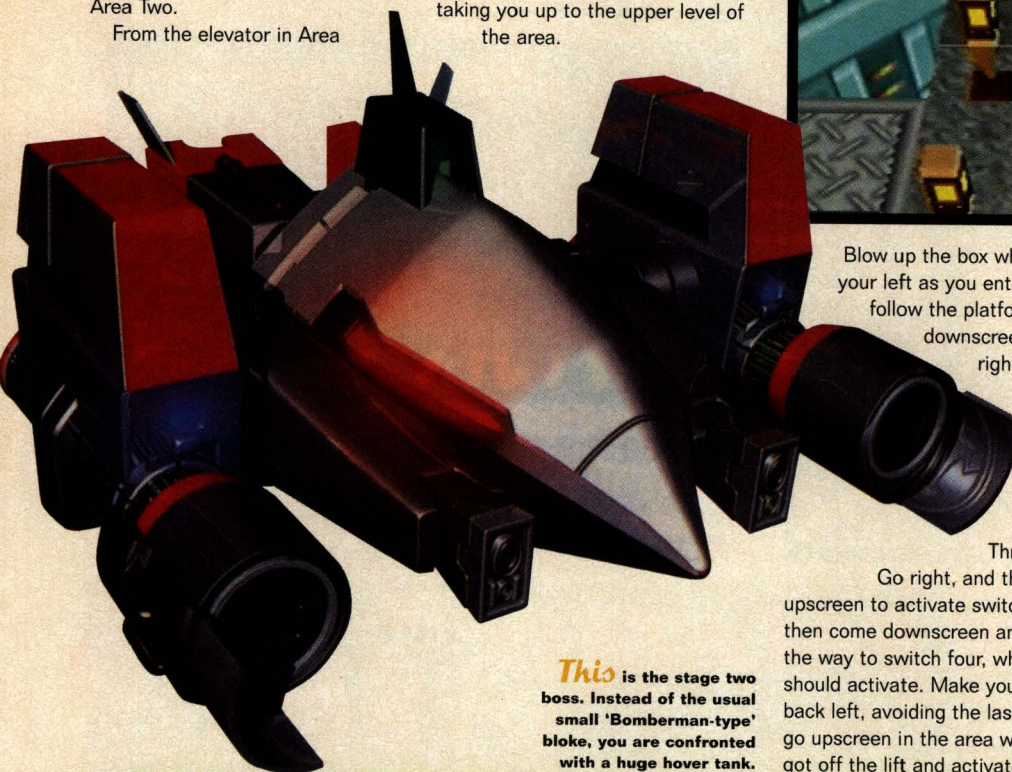
From the elevator in Area

Two, go right until you come to the first switch jutting out over the abyss, and stand on it to activate it. As well as putting a bridge up, this shuts a door in the sunken area that you passed through, so you'll need to go back a different way.

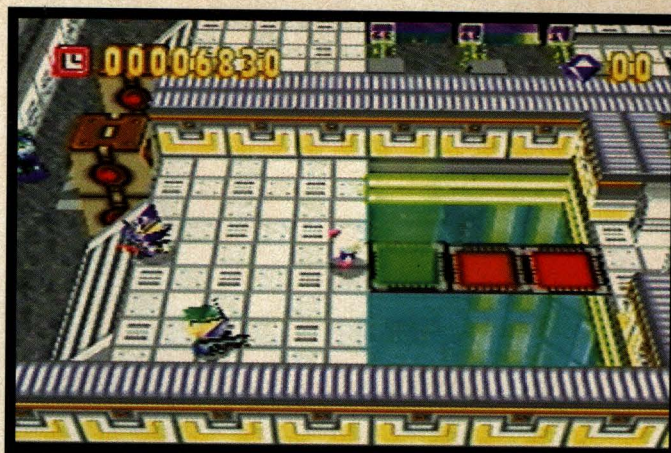
Go left a little bit, then upscreen across the bridge and follow the path left and across the second



bridge. Head down, avoiding the lasers, and left at the junction, again avoiding the lasers, and go upscreen just past the third laser to climb onto the second elevator, taking you up to the upper level of the area.



This is the stage two boss. Instead of the usual small 'Bomberman-type' bloke, you are confronted with a huge hover tank.



Blow up the box which is to your left as you enter, then follow the platform left, downscreen and right to get onto the third elevator and head up to Area Three.

Go right, and then upscreen to activate switch two, then come downscreen and right all the way to switch four, which you should activate. Make your way back left, avoiding the lasers, and go upscreen in the area where you got off the lift and activate switch

one. Now go downscreen and right again, then go upscreen at the junction across the new bridge, and follow the walkway right to the fourth elevator and Area Four.

To get to the fifth elevator in Area Four, go left, first down, left to the end, up, left, down and left onto the elevator to Area Five.

Nearly there! From the elevator, go right, use a pumped bomb to open the door, go right through the door and blow up the box to your right. Go right up the ramp, blow up the next box to your right then go upscreen up the ramp. Go right (watching out for the staggered platform), go downscreen down the ramp, and go right up the stairs to the exit arrow.

Stage 3 Gold Cards

Gold card 1: In a box on the second level of the tower (Area Two), downscreen from the junction leading to the sunken section.

Gold card 2: In Area Three, after triggering switch four, instead of hitting switch one, hit three, then come downscreen at the junction. Go left across the red squares on the green one, and then left again over the larger group of red squares, and you'll find the box with the card.

Gold card 3: On the upper level of Area Two, instead of taking the elevator, come downscreen from it and right to the lower arm of the platform. Destroy the box and drop to the platform below. Then bomb bounce upscreen to the second raised platform, and bomb bounce right to the third and a new elevator. Take this up, and make your way via the platforms and elevators to an elevator which takes you to a new area, Area Six. Cross the bridge, activate the switch, move back and blow up the objects in that

area to find the card.

Gold card 4: Kill thirty enemies.

Gold card 5: Finish within the target time.

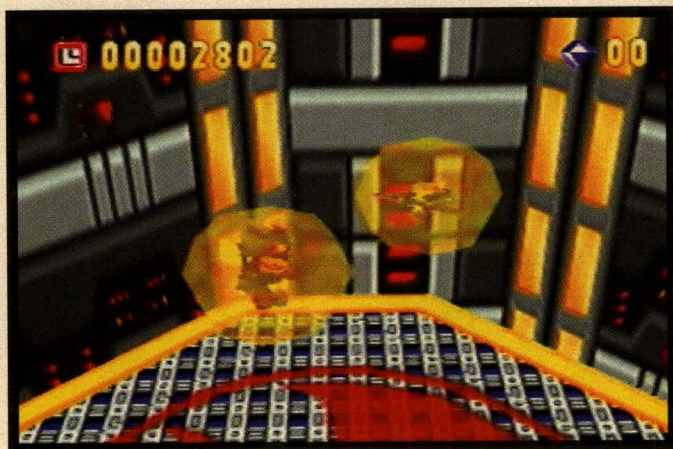




Stage 4: Vs Altair

Altair is just like the stage two bosses on the previous levels, except that he's got a hovering laser that operates independently of him, and he's a bit thick – he keeps running into explosions for one thing, and even kicks his own laser about at times. The laser gets a glowing halo around it before it fires, and the beam should be avoided at all costs. It also sets off

any bombs it hits, so watch out. Keep hammering Altair with bombs and when you've hit him enough times, he combines with his laser, giving him the power to teleport away from danger, and also an energy bolt which stuns you if it hits you, (he always says "Power!" before he fires). To take him out, you'll need to knock him dizzy in order to explode a bomb on him. And that, as they say, is that!



Destroy Altair to free the planet from the evil aliens. You'll need to finish within the target time to get the last gold card.

Stage 4 Gold Cards

Gold card 1: Bounce a pumped bomb on Altair's head.

Gold card 2: Hit Altair with the blast from a pumped bomb.

Gold card 3: Beat Altair untransformed.

Gold card 4: Beat Altair transformed.

Gold card 5: Finish within the target time.



Beat Altair once and he combines with his flying laser, giving him stronger powers and a nasty projectile weapon.

RAINBOW PALACE

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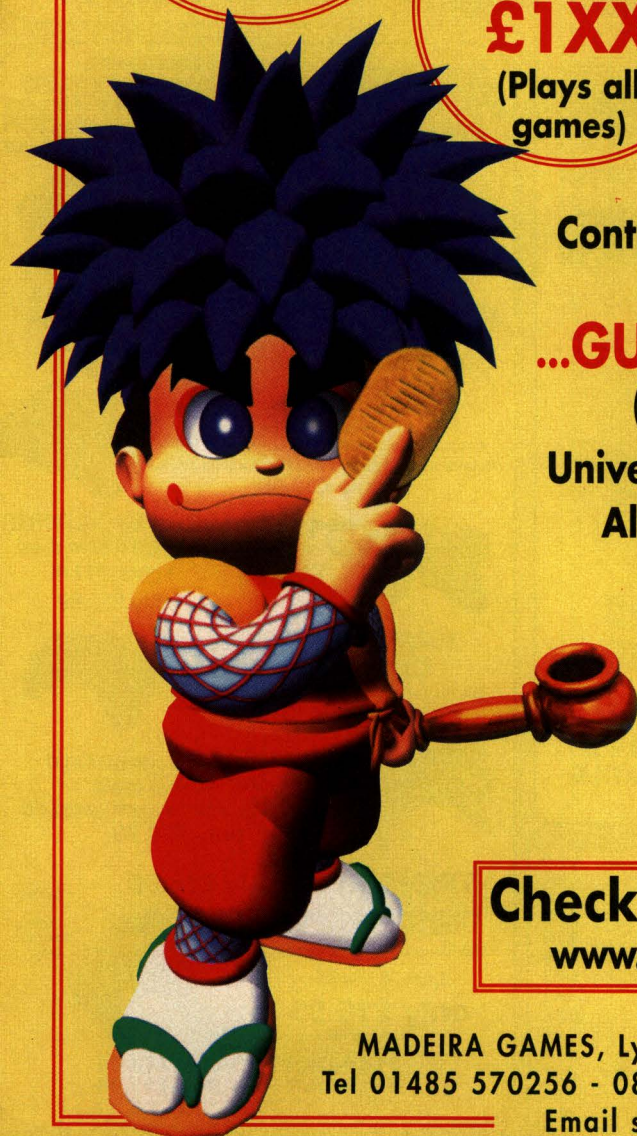
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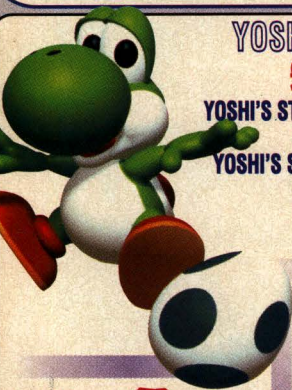


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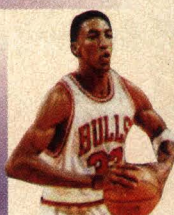
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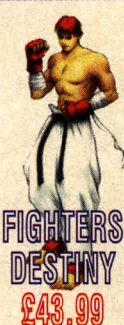
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MORTAL KOMBAT MYTHOLOGIES



Stuck on this horizontally scrolling beat-'em-up adventure? Then fear not, because we've got the complete solution to all puzzles and battles.

SUBZERO



Players
One



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

GT Interactive
Midway

Game type:
Origin:

3D Platform
USA

Released:
Price:

Out now!
£49.99

COMBAT MYTHOLOGIES

Key:



Platform



Lift



enemy



shielded Monk



level Boss



Icon 1



Icon 2



Icon 3



Icon 1 use
point



Icon 2 use
point



Icon 3 use
point



Herb



Map



Formula



Potion



Extra Life



Urn of Vitality



Urn of Strength



Shield



Eye of Invisibility

Above is the key for all the maps in this guide. This will help you to locate all the health items and any extra lives that you will need to survive this battle.

To the right you will find all the moves and codes that you will need for this game. Learning the combos is very important, as you will find lots of enemies in your way.



Quan Chi

This is the most powerful enemy you will meet throughout this game!

The Moves

3 Hit Combo — HK, HK, Back + HK
6 Hit Combo — HP, HP, LP, HK, HK, Back + HK

Special Moves

1: Ice Blast — D, F + LP
2: Ice Slide — BL + B + LP + LK
3: Directional Ice Blast — D, F + HK — D, B + LK
4: Flying Ice Blast — D, F + LP (When Jumping)
5: Ice Clone — D, B + LP
6: Ice Shatter — Freeze any opponent twice and you will be able to shatter them with an uppercut.
7: Power Ice Slide — BL + B + LP + LK
8: Freeze on Contact — D, F, F + HP
9: Polar Blast — F, B, B + HP

Fatality

Spine Rip — F, D, F HP (Stand Close)

Level Codes

Level 2 — Wind — THWMSB
Level 3 — Earth — CNSZDG
Level 4 — Water — ZVRKDM
Level 5 — Fire — JYPPHD
Level 6 — Prison — RGTKCS
Level 7 — Bridge — QFTLWN
Level 8 — Fortress — XJKNZT

Cheat Codes

Urns of Life — NXCVSZ
1000 Lives — GTTBHR
Exploding Rock Boss — RCKMND
End Credits — CRVDTs
Fortress + 20,000 Exp — ZCHRRY



SHAOLIN TEMPLE

Mission - Steal the sacred map of the elements.

The first level is easy. Use this level to practice the combos and turning your character around. The best way to defeat the enemy monks through out the game is to run into them and use your combos. If you manage to execute the six-hit combo on these monks, they will not get up to hit back. However, do try to land as many punches as possible early in the fight. You will receive experience points for landing combos and be rewarded with special moves as your experience grows.



Herbs

You will discover plenty of power-ups through the game. Herbs (or "erbs", as Americans call them) are a healing power-up and will restore half your health.

End

Start



Level Boss: Scorpion

This boss will not create any major problems for you. Use your Ice Blast to freeze your arch enemy, then use the combos and uppercuts to turn out his lights. When he has no energy left Scorp will fall to his knees and you can finish him with a fatality before grabbing the map.

Scorpion your deadliest enemy is already in the chamber that contains the sacred map. You must defeat him in order to complete your mission.





Players
One



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

GT Interactive
Midway

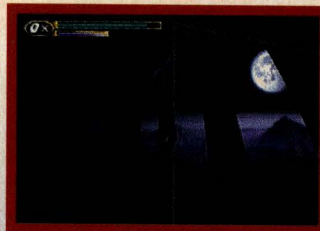
Game type:
Origin:

3D Platform
USA

Released:
Price:

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PLE LEVEL ONE



This sacred map is what you are looking for. Who knows it may even lead you to a new adventure.



Stand on this wall at the end of the first floor. Now drop to level below.

Exit

Grab the map and then return to the rope in the middle. Climb up to the top and exit the Temple.



Crushers

At two points in this first level you have to avoid a large bone-crushing pillar from squeezing you into oblivion. The best way to avoid certain death here is to perform a leg sweep near the pillar. As your leg passes underneath, the pillar will drop and then you can run through as the pillar raises itself.

The Drop

To the far right you will discover that the building ends abruptly. To complete your mission, you need to get to the ground floor. If you jump over the ledge you will discover that there is no way to break your fall – only your bones! Instead, jump onto the wall and then drop off the ledge. There is an awning at the bottom that will prevent you from taking any damage.





TEMPLE OF THE E

LEVEL TWO

WIND

Mission - Collect the three icons representing the element of wind.

Be patient on this level, which can get very frustrating. There are lots of platforms and you need to jump from one to the other. If Sub-Zero reaches the edge of a platform, he will grab hold and can then pull himself up onto the ledge. This level is difficult and you will need to time your jumps.

Large Gaps

It is not possible to jump all the gaps between platforms on this level. When you are unable to reach the next platform you must wait for a gust of wind to assist you.

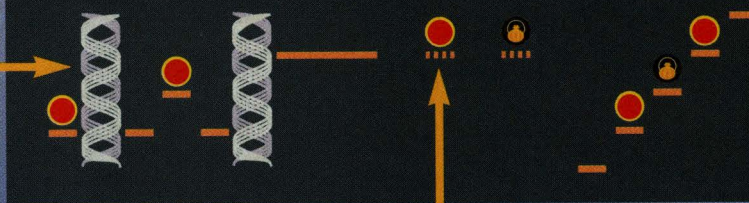


Spinning Fan Platforms

Jumping between these wind-assisted fans can be a little tricky. Stand back from the edge to make the first jump. Then push the D-pad back to control the speed of your jumps when jumping from platform to platform.

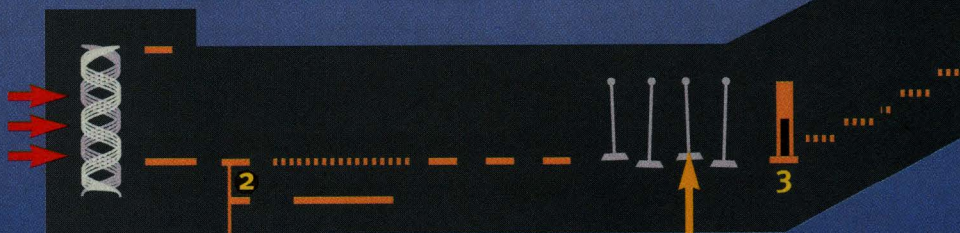


Start



Falling Platforms

Do not spend too much time on these platforms. If there is an enemy on top of the platform, start by grabbing the edge of the ledge, then jump forwards and perform a flying kick. The enemy should topple backwards immediately, giving you enough time to make the jump to the next platform.



Swinging Platforms

You will discover a series of platforms which look like gigantic swings. Timing is very important in order to reach the next swing. You must jump as the platform reaches the top of its back swing. Use this procedure to cross all platforms like this.





Players
One



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

GT Interactive
Midway

Game type:
Origin:

3D Platform
USA

Released:
Price:

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LEMENTS



Extra Life

Always useful! It's worth making the slight detour to get this.

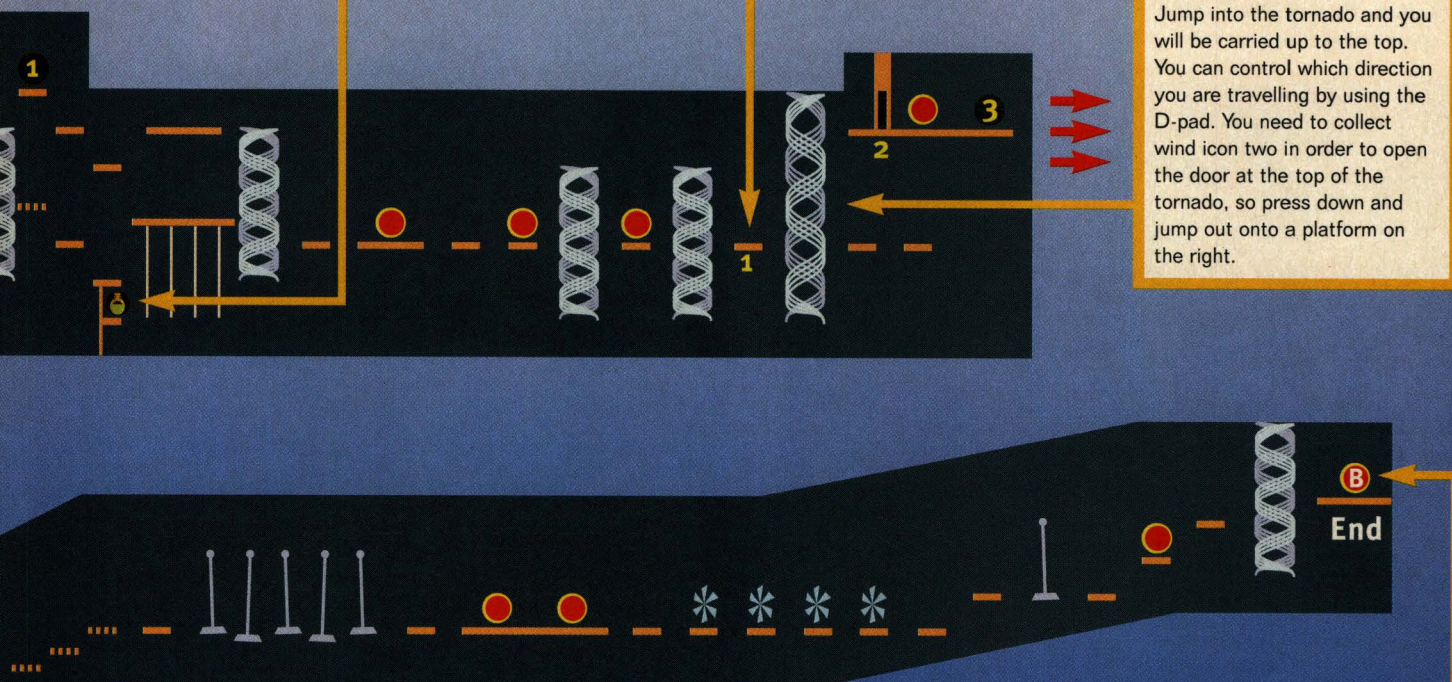
Key Platform

There is a point on this level where you will not be able to proceed any further. Use the first icon on this platform and a tornado will appear to your right.

This icon will open door two, which is situated at the top of the tornado. The best way to collect this key is to perform an ice slide, rather than jump the gap.

Tornado

Jump into the tornado and you will be carried up to the top. You can control which direction you are travelling by using the D-pad. You need to collect wind icon two in order to open the door at the top of the tornado, so press down and jump out onto a platform on the right.



Level Boss: God Of Wind

This boss is extremely difficult to beat. The best plan of action is to keep him on the floor and stop him from flying. If he does manage to take off, keep your distance and use flying kicks to knock him back down to your level. Be careful not to stand too close to the edge of the platform as this enemy will think nothing of punching you off. Also, try not to let him get too close to you – he has several powerful attacks. Just before the Windmeister dies he will perform one last attack, standing in the middle of the platform and creating a

deadly tornado. As this happens, run to the edge of the platform and crouch down. As the tornado picks up speed you will drop off the edge and hold on. It is possible to stand on the platform and run away from the dreadful wind, but I wouldn't advise it!



TEMPLE OF THE EARTH

LEVEL THREE

EARTH

Mission - Collect three icons representing the element of earth.

This level is fairly simple, but you must watch how you move and jump. There are lots of deadly traps and you must tread carefully throughout this level.

Crushers

Like the pillars in the first level, these two large pieces of metal thump together. Wait until the pieces have joined and then jump through the middle as they part. Be careful as you jump, because there may be a spiked pit waiting on the other side.



Start

Spiked Pits

When the ground trembles, pits open and close in the floor. Most of these pits contain a spike which will kill you on contact. Some of the pits, however, contain power-ups for you to collect. Make sure you know which is which before dropping in!



Swinging Axes

These huge and heavy axes swing back and forth across the passage. They seem to be grouped fairly close together, and sometimes spiked pits will open between them just to add to the fun. There are two ways to get past these obstacles. You can run past each axe in turn, or simply jump over the centre. Be very careful when using the jumping method, because you will be cut to pieces if you are caught in the middle of the swing path.





Players
One



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

GT Interactive
Midway

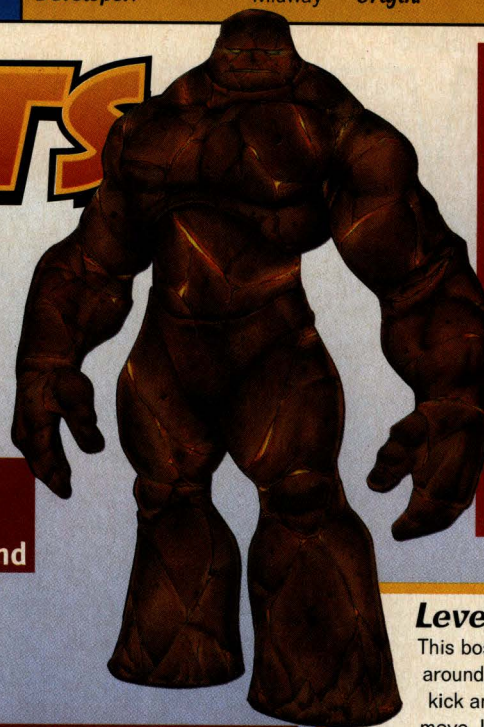
Game type:
Origin:

3D Platform
USA

Released:
Price:

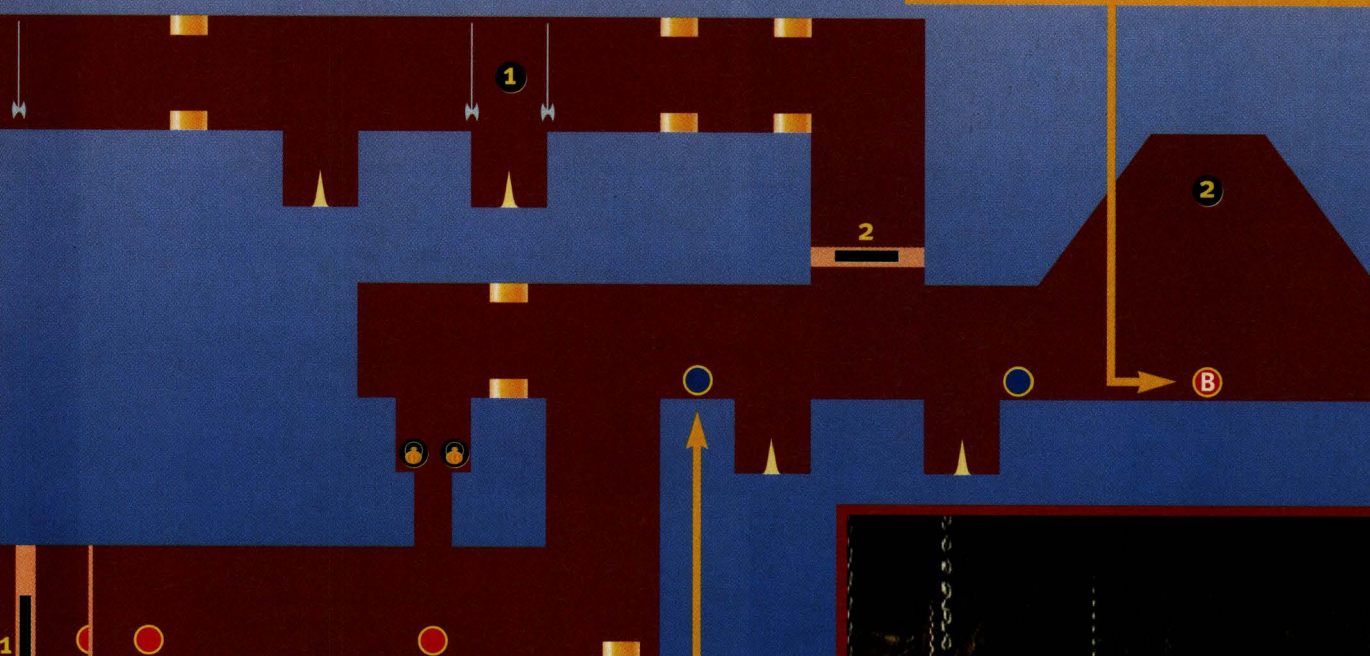
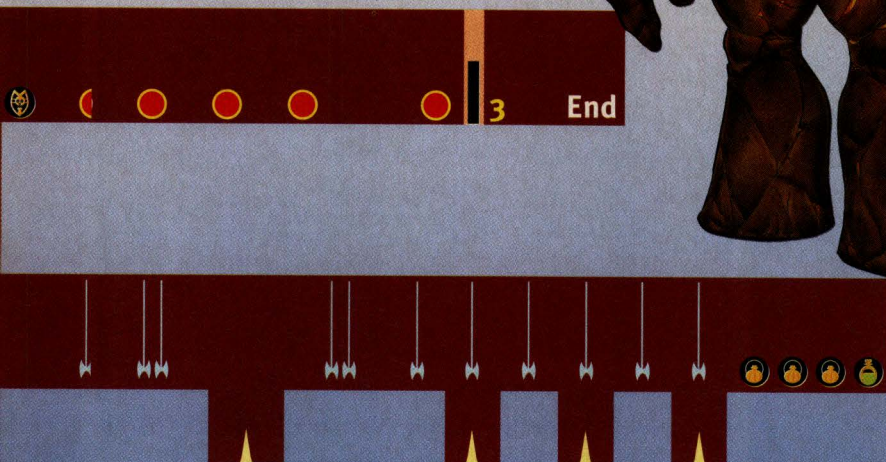
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LEMENTS



Level Boss: God Of Earth

This boss is slow moving and cannot turn around very quickly. Start by using a flying kick and then use your Ice Slide special move. If performed correctly you will slide between his legs and then have a few seconds to turn and aim another flying attack at this monster. Keep attacking in this manner until the Earth God starts to block your moves. When this happens you need to use the switch on the far right of the room to drop a lift onto this monster's head! Try to keep the Earth God in the middle of the room as much as possible and time your runs for the switch. When the Earth God is dead you will be able to use the lift to raise you up to where the second icon is waiting. You can now proceed up the rope to exit this area.



Shielded Monks

These shielded monks float back and forth between certain areas. You need to kill these enemies before you can move on, and this can prove difficult. There is only one way to kill these floating monks as they are protected by a shield. The shield does not operate as these monks teleport. Freeze them as they lower their shield and they will die.



Mortal Kombat
Mythologies

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TEMPLE OF THE

LEVEL FOUR

WATER

Mission - Collect the three icons representing the element of water.

This level is a bit of a maze, but should prove to be fairly easy since you've got the map here! Be very careful when jumping in and out of passages.



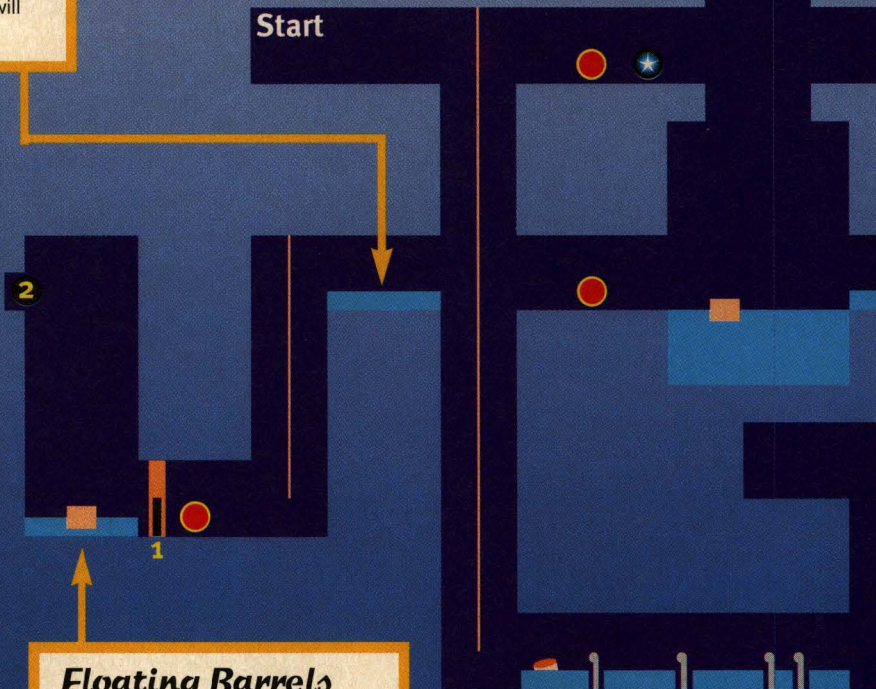
Icon 3 can be found at the end of a sewer tunnel. This icon will allow you enter the room to face the Water God.

Sewer Passages

Some of the passages have water flowing across the bottom. Try not to spend too much time in the water or the electric eels will fry you up for breakfast!



Start



Floating Barrels

If you find an upturned barrel, it is probably there to be used as a lift or a ferry to avoid deep water obstacles. Be careful when jumping onto these barrels; if you miss, you will drown.



Players
One



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

GT Interactive
Midway

Game type:
Origin:

3D Platform
USA

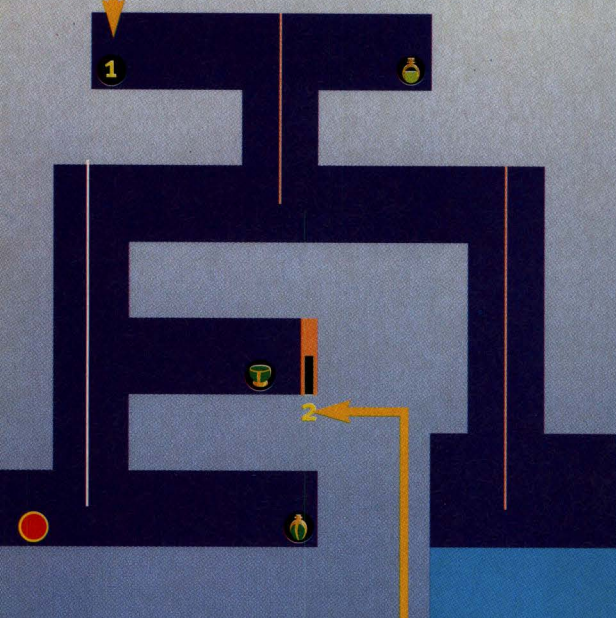
Released:
Price:

Out now
£49.99

ELEMENTS

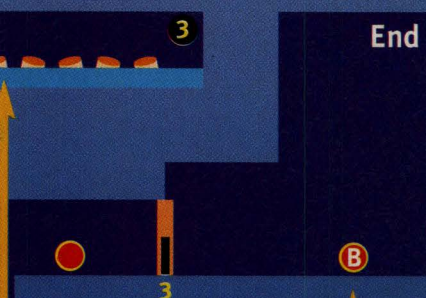
Icon 1

Whichever level you're on, you need to pick up the icons to open the locked doors marked with numbers on the map.



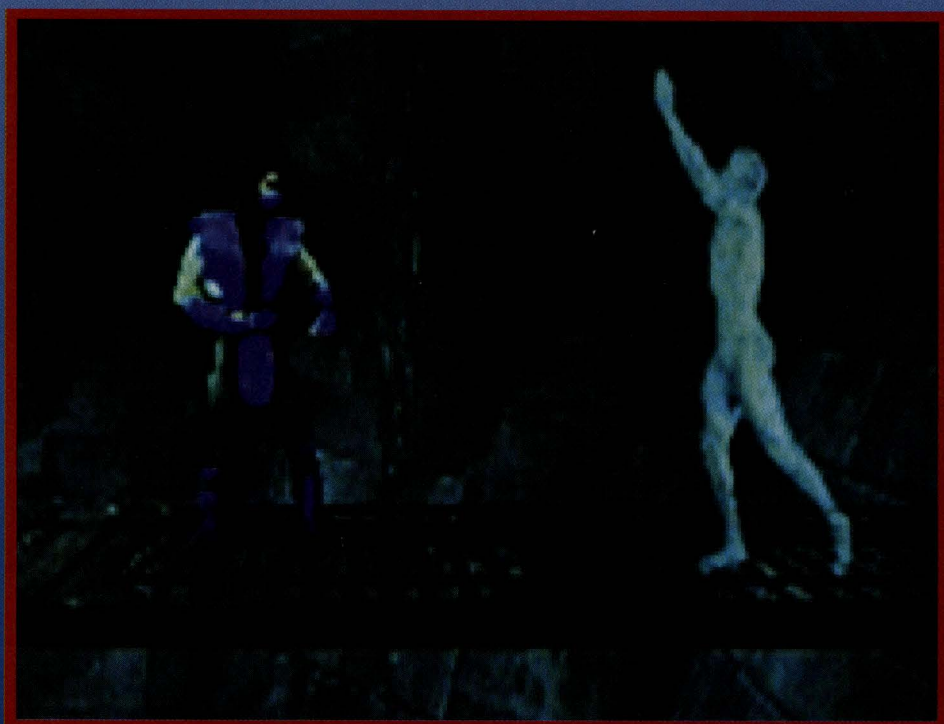
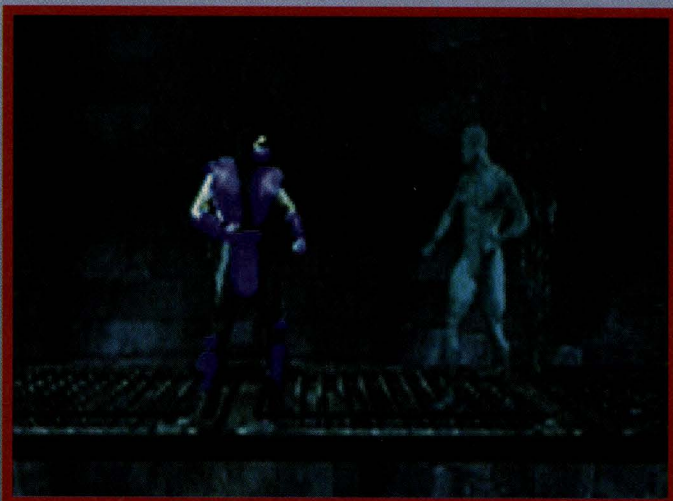
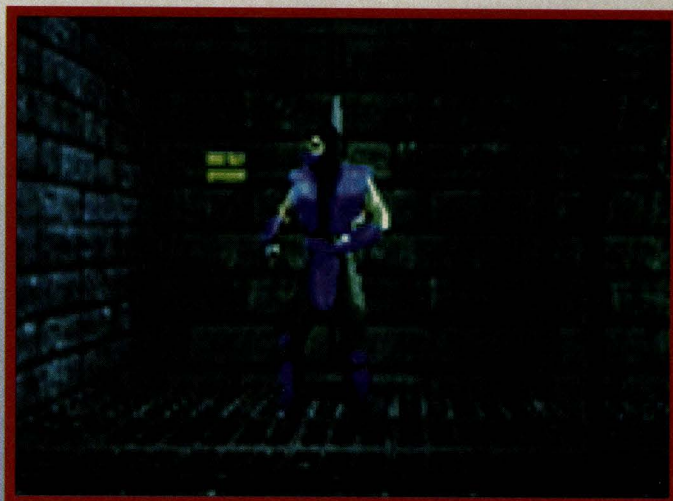
Water Icon 2 Door

As soon as you unlock this door run for the exit. Water will start to fill the passage as the door begins to close. As you get near to the door, perform an Ice Slide move to slip under the door and onto the rope.



Level Boss: God Of Water

This boss is not too hard as long as you do not stand in the same place for too long. Keep moving or his water juggle move will tear you to pieces. Use your Ice Blast manoeuvre to freeze the aquatic asshole and then use combos and uppercuts to reduce his health levels.



Mortal Kombat
Mythologies

35

Mortal Kombat Mythologies Solution

page
number

35

TEMPLE OF THE

LEVEL FIVE

FIRE

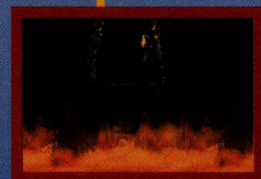
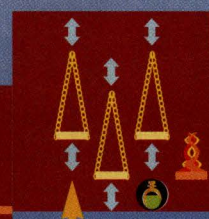
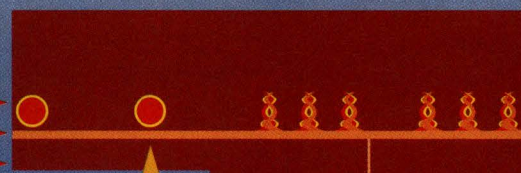
Mission - Collect three icons representing the element of fire.

Twisted firestarter! Careful timing is vital on this level, as it has an overload of moving platforms. One slip and Sub-Zero gets thawed!

Switches

There are several switches on this level that raise or lower certain platforms. When you activate a switch, you need to move quickly before the platform returns to its normal position.

START



Enemies

The best way to defeat the enemies on this level is to freeze them and then use your combos.

2





Players
One



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

GT Interactive
Midway

Game type:
Origin:

3D Platform
USA

Released:
Price:

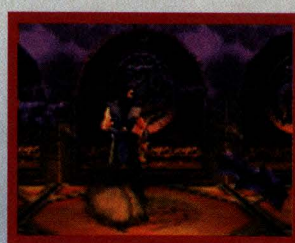
Out now!
£49.99

ELEMENTS



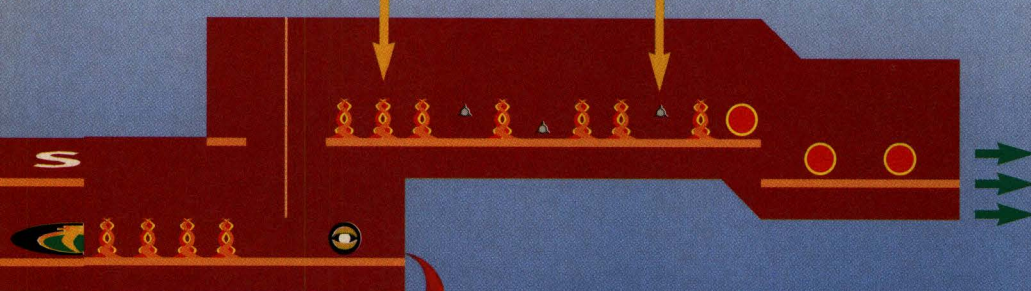
Hot Springs

Steam rises from the floor throughout this level. Jumping is the best way to avoid taking any damage.



Spit Roasters

In amongst the hot springs you will discover some spinning spit roasting bars. They aren't there to cook tasty chicken either! Jump over these to limit the amount of damage you take.



Ropes

This level moves in just one direction. Use ropes as you find them – you do not want to be running back and forth in this heat!



Level Boss: God Of Fire

This is possibly the most difficult boss to beat. You will be unable to use any of your special moves against him, so be ready for an intense battle. Try to keep your distance as much as possible. Dash in to perform a quick combo and then jump back before the firestarter has time to retaliate.

Ice moves will not work on this red hot guy. You will need to keep your distance if you want to stay cool.



B End



PRISON

LEVEL SIX

Mission - Escape from the prison of lost souls.

This level is fairly easy, apart from the armed guards who can cause you some damage through this area.



Guards

All the guards on this level carry a long range weapon. The best way to defeat these characters is to disarm them first. The Ice Slide special move works particularly well, or your Ice Blast followed by an uppercut will accomplish the same results. When the guard is unarmed, use your combos to finish them off.

Start



Hammers

These large hammers crush you to death if they hit your head. Wait for the hammer to fall and then run underneath as it rises.



These lifts will move you between the levels on this stage. You must pick up the level keys before you are able to operate the lifts.



Lifts

Once you have picked up the keys, you will be able to use the lifts to raise yourself to new heights. The buttons to activate the lifts are as follows:

To use the lift to travel up, press A + HK.

To use the lift to travel down, press A + LP.



Players
One



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

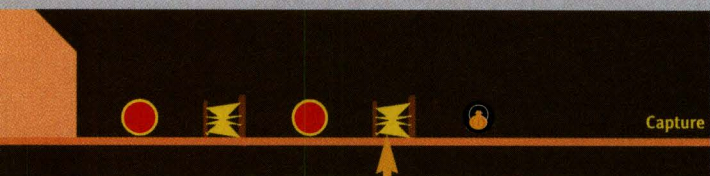
GT Interactive
Midway

Game type:
Origin:

3D Platform
USA

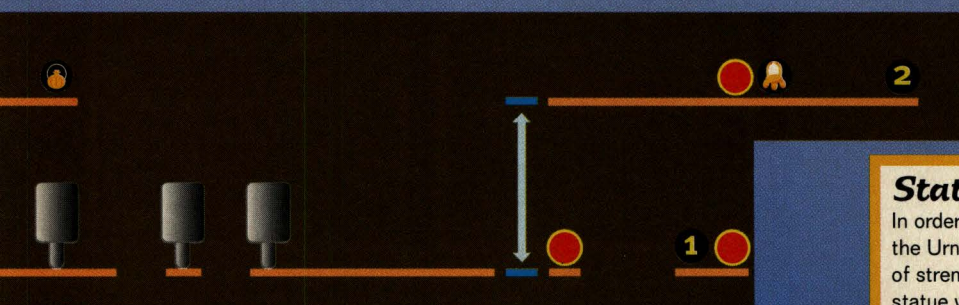
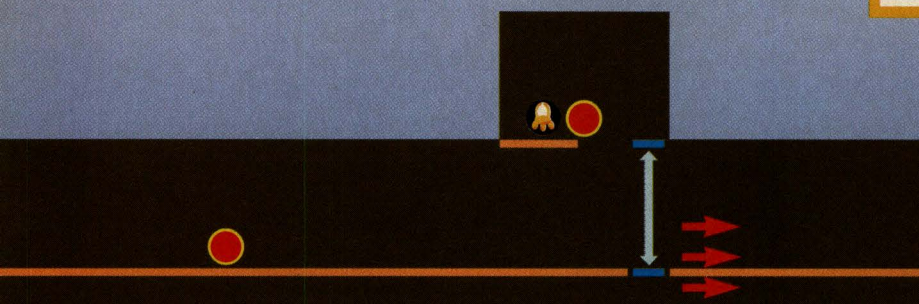
Released:
Price:

Out now
£49.99



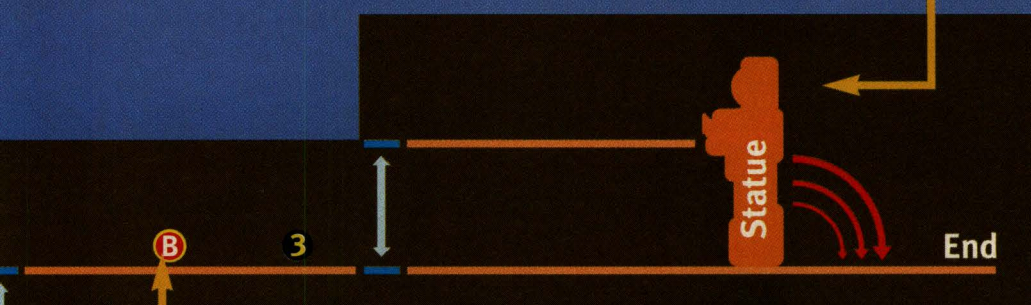
Force Fields

The force fields are timed, so be patient and wait for the right time to make a dash for it.



Statue

In order to escape from this level you first need to collect the Urn of Strength from the topmost platform. Use the urn of strength and then perform a flying kick on the statue. The statue will then collapse, leaving you free to exit the prison.



Level Boss: High Executioner

Hi, Executioner! This boss cannot be frozen and packs a powerful punch. To defeat him, keep your distance to avoid his masonry saw. Run in and kick him with your HK button, then make like brave Sir Robin and run away. Keep up this procedure until he is defeated and you will collect the third key. Be careful that the Executioner does not trap in the corner. If he does, use your Ice Slide move to avoid certain death.





THE BRIDGE

Mission - Cross the Bridge of Souls and collect the three fortress icons.

LEVEL SEVEN

This level is not too difficult, but there are not many items available to help. The enemies are similar to previous levels; those with weapons need disarming before you can attack with your combos.

Start



Dinosaur Rider

The first boss you will come to is a large dinosaur with a rider, hence the name. The only way to beat this monster is to keep using flying attacks. Jump in and attack the dinosaur, then jump back out before the counterattack can be launched. Your special moves will not help in this battle so you will need to work hard.

Robot Enemies

There are several of these large mechanoids for you to overcome. Two of the robots are carrying fortress icons, so you need to know how to beat them easily. Keep your distance to begin with and try not to get cornered. When you have plenty of room run in and attack with your HK button before jumping away. Repeat this procedure and you should be able to beat the robots without losing too much health.



Combos are not effective against these giant robots. Speed is vital when dodging in and out of their missile range.





Players
One



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

GT Interactive
Midway

Game type:
Origin:

3D Platform
USA

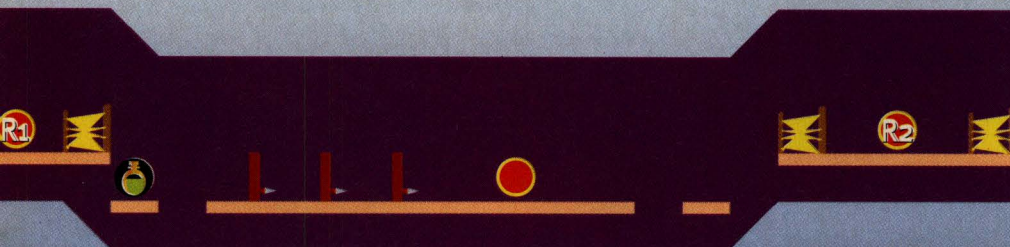
Released:
Price:

Out now!
£49.99



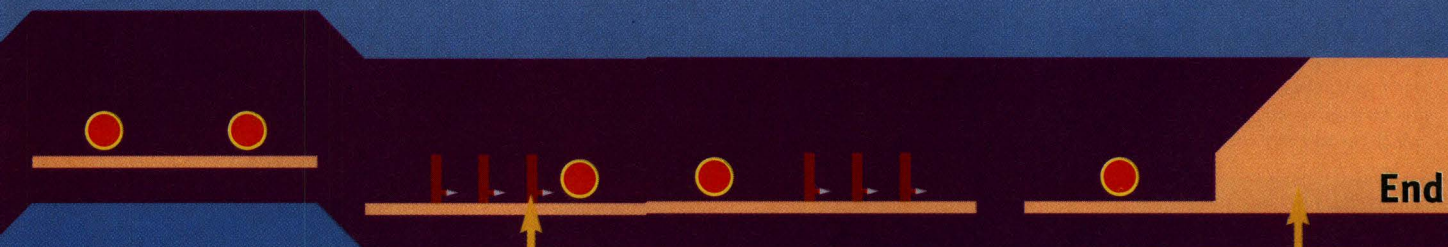
Force Fields

The force fields flicker on and off. Be patient and wait for the shield to drop before passing.



Octopus Arms

On certain platforms tentacles will try to attack you. You will be able to pass if you keep moving swiftly, but if you stop they will attack!



End

Spinning Blades

These spinning blades cut you to pieces in seconds. Use your run button to increase the length of your jumps and avoid being shredded.

Fortress

When you have collected the three fortress icons you will find the temple on the far right hand side. Use all of the icons in turn to open this door to the final level.



THE FORTRESS




LEVEL EIGHT

Mission - Find the amulet and return to earth

This level has lots of enemies and several boss characters for you to kill. There are no nasty pits or spikes for you to fall on, but it is the final level and can be rather difficult. Well, it wouldn't make sense if it was the easiest!



Crystal Key:

-  Kia's Crystal
-  Jataaka's Crystal
-  Sereena's Crystal



Level Boss 1: Kia

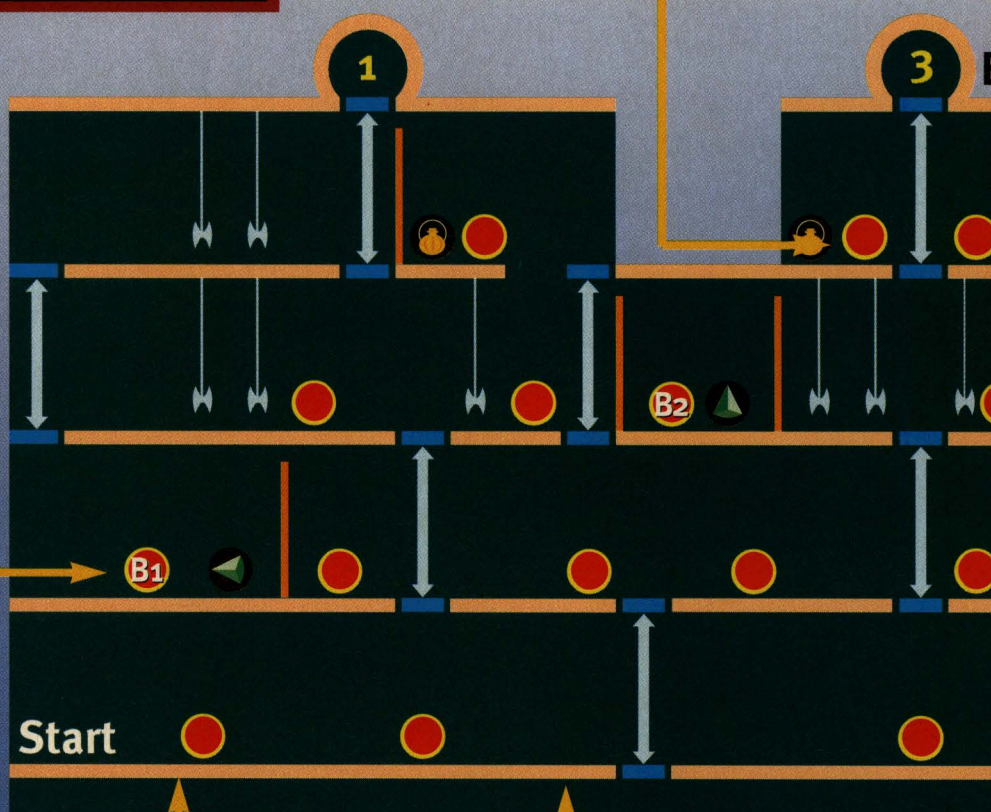
No, she's not a small Korean car. Use your Ice Blast move to freeze this boss, then use combos to finish the fight. When you have defeated Kia, you will be able to collect her teleport crystal.

Enemies

The enemies can be killed easily by using your combos. If the enemy is armed, try using a Super Slide as a first attack to remove their weapons.

Using The Crystals

At the very top of the fortress are three lookout posts. You must place a crystal in each of these areas to be transported to Quan Chi's sanctuary.



Lifts

You will need to use the lifts to raise yourself to new platforms. To activate the lifts use the following buttons:





Players
One



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

GT Interactive
Midway

Game type:
Origin:

3D Platform
USA

Released:
Price:

Out now!
£49.99

Level Boss 2: Jakaata

"My wife and I went to the Far East." "Jakaata?" "No, we went by plane." Your Ice Blast will work well against this boss. Keep using your combos and you will be able to collect Jakaata's teleport crystal when you win.

Level Boss 3: Sereena

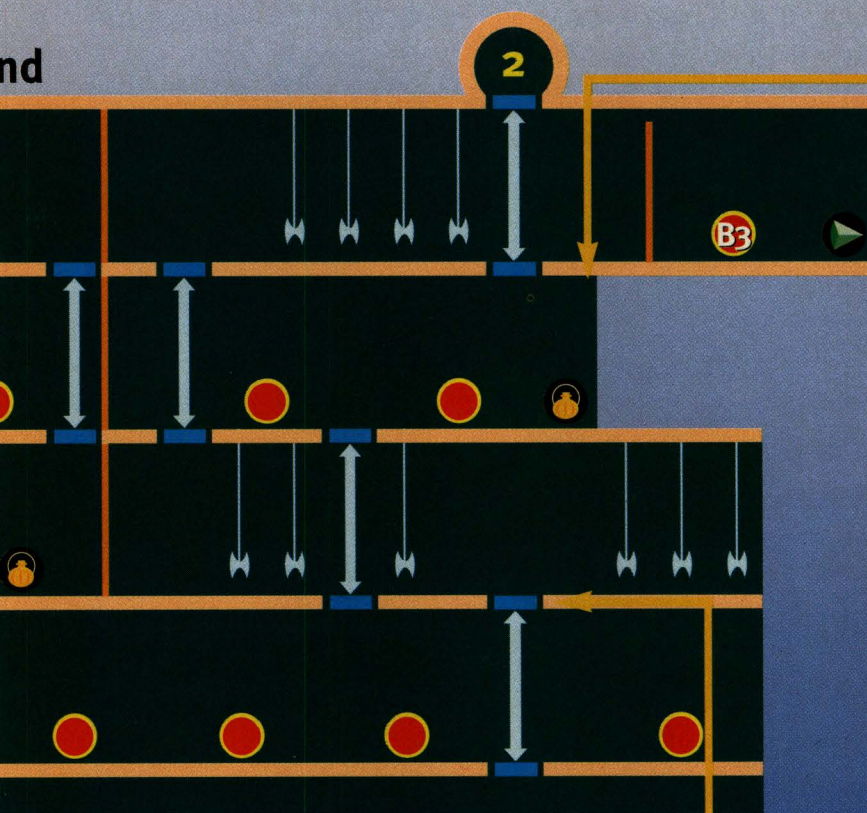
You are able to use special moves to good effect here, but be careful to avoid Sereena's quick combos. When you defeat Sereena you will be presented with a chance to perform your fatality to finish her. Do not take this opportunity and she will help you in your next battle. She will leave behind her teleport crystal for you to pick up.



Freeze this boss and then use your combos to finish the job. You will need her teleport crystal to enter the final arena.

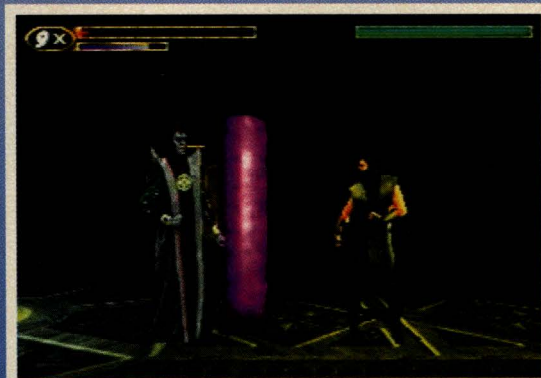


nd



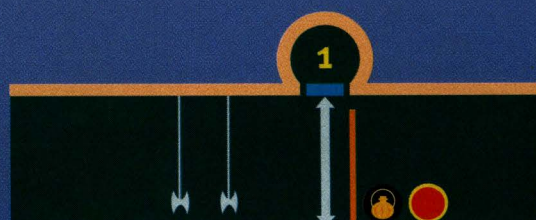
Level Boss: Quan Chi

You need plenty of speed and constant use of your special moves to beat this total Quanker. Quan Chi has several powerful moves of his own and will use them if you give him the opportunity! Keep moving and try to use your combos as much as possible. When Quan Chi is running out of health, Sereena will appear and deliver the final blow. If you destroyed Sereena during your first encounter then you will have to deliver the killing blow yourself.



Swinging Axes

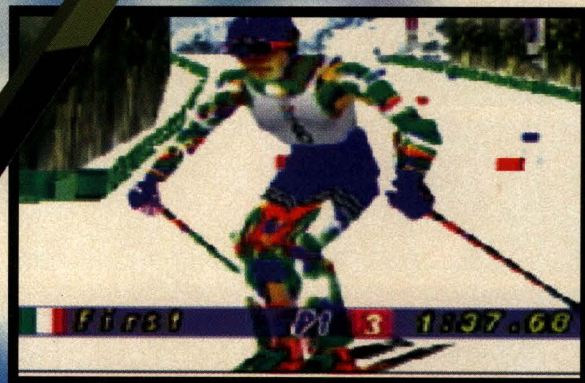
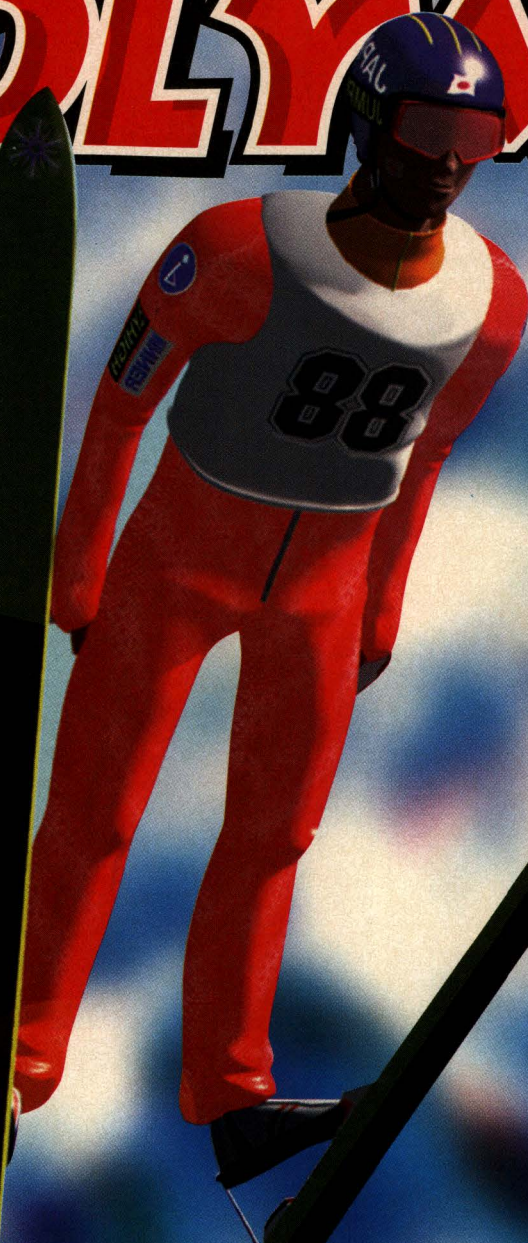
Like the axes in previous levels, contact with these obstacles causes major damage. Time your runs to miss these deadly blades.



Final Confrontation: Shinnok

Shinnok is perhaps the easiest enemy in the entire game! Typical supervillain – get all your minions to do the fighting for you... He is protected by a force field almost the entire time, but there is a simple way to beat it. When Shinnok uses an attacking move his amulet will glow. When this happens use an Ice Blast to freeze him. To complete your mission you will need to be quick here. Turn around and run for the teleport behind you, then you will appear behind Shinnok. Get close and simply press the A button to steal his amulet, which will make him burst into tears (more or less). All that remains now is to enter the Gateway and return to Earth! Flawless victory!

NAGANO OLYMPICS



With the real Winter Olympics over you might still be struggling to master some of the events in the N64 version. It's over to the pros with the full playing guide.



Players
1-4



Cartridge
128Mb



Memory
Yep!

Publisher:
Developer:

Konami
Diamond Dust

Game type:
Origin:

Sports
Japan

Released:
Price:

Out now!
£49.99



45

WINTER

BOBSLEIGH

Bobsleigh - four man

You have to race against the clock to the bottom of the run. To start you must tap the A button repeatedly to pick up speed. When the speed gauge gets moving, press B to make your team enter the sled one by one. Timing is quite important to keep your speed up and get all the team into the sled. You must have all your team members into the bobsled before it reaches the first corner. Once all the team is aboard the journey down the run begins. Steer the sled into the turns and try to stay close

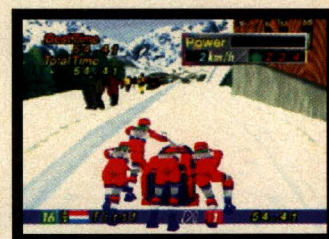
to the centre of the track. If you allow the sled to bash into the side walls you will reduce your overall speed dramatically. If you allow the sled to travel too far up the banks you will crash and be disqualified from the race.

Going for Gold

On this event the start is where the gold medal is won and lost. If you can build up a good speed at the start you will also be travelling faster at the end. As soon as you are able, tap the A button as fast as you can to pick up some speed. When the power gauge will not increase any further, hit B and make one of your team jump into the sled. The power gauge should begin to



The start is where this event is won and lost. The more speed you generate at the beginning of the course, the faster you will be travelling when you approach the finish line. The Gold medal awaits the fastest team.



move upwards again, complete this manoeuvre until all your team are in the sled. When travelling down the

course keep your sled as close to the middle as possible, touching the sides will only slow you down.



LUGE

This is very similar to the bobsleigh in that you have one attempt to get to the finish as quickly as possible. The start again is most important. It is vital to be going as fast as you can before you begin the run. To gain speed you must hit the L and R button alternately as fast as you can.

When you reach the start of the run your player will lie down and start down the slope. Use the analogue stick to control the

direction you are travelling, and try not to bump into the side walls. Do not travel too far up the banked corners. If you rise too high you will fall off the luge and be disqualified.

Going for gold

The start of this event is extremely important. Bash those L and R buttons for all your worth and pick up as much speed as possible. When your olympiad lies down you must then steer down the icy run to the bottom.

Keep yourself as close to the centre of the course as you are



able and turn into the corners as you approach them.

Sometimes you are able to use the banked turns to pick up a little extra speed. This procedure is

extremely difficult but can be mastered if you concentrate. If you luge gets over a 45° angle you will wipe out and be disqualified.

Position your player in the middle of the course. Try to avoid contact with the walls as these will only slow you down.





Players
1-4



Cartridge
128Mb



Memory
Yep!

Publisher:
Developer:

Konami
Diamond Dust

Game type:
Origin:

Sports
Japan

Released:
Price:

Out now!
£49.99

CURLING

This game is played by two teams along a small ice rink. Each team has four stones, which they must push towards the target at the other end. When both teams have thrown their four stones the game points will be totalled. Whoever is closest to the centre of the house wins that turn. There are four turns per game and the winner will

always get to go first. Use the analogue stick to control the direction and power to push the stone. The B button changes the direction in which the stone will spin. Once you have angled your shot, the A button releases the stone. If your stone is not travelling fast enough you can use the A button to brush the ice in front of the stone. This will allow the stone to travel a little further.

Going for gold

You will have to compete in three different games before you reach the final. To win your games try to keep one of your stones in the centre of the target. If your



Brushing the ice in front of your stone will allow it to travel slightly further. This will help to ensure that the stone reaches the house.



The winner is the team that has a stone closest to the centre of the house. Try to ensure that you have at least one stone in a good position.

opponent gets a stone closer you can knock it out of the way. Always count the amount of stones that are in the house and watch for their positions. You will want to know which is the best route to take to the target. Aim your stones slightly left or right

of centre and allow the spin to bring them back to the middle. The power bar is very sensitive and the best power is just slightly less than starting power. With a bit of luck and some good stone curling you could be on your way to a medal.



ALPINE SKIING

Alpine Skiing - Downhill

You must race down the course between the coloured gates. You have just one run to reach the finish as fast as you can. To turn your skier faster simply press

the A button this will be necessary on a few of the tighter turns. This is a fast course and will prove to be a test for anyone.

Going for gold

This is possibly the toughest event

on which to win a medal. Try to stay in the tuck position as much as possible and do not miss any of the gates. If you fancy your chances of getting gold you will have to get as close to the gates as possible, without hitting them. If you collide



with any of the gates then the medal position will be out of the question.





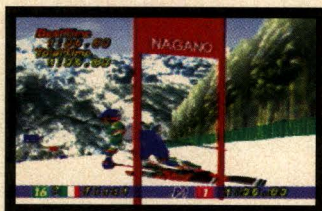
ALPINE SKIING

You must race to the bottom of the course against a timer. On the way you must pass through the different coloured gates in turn. The blue gates are on your left whilst the red gates are on the right. If you miss

any of the gates you will be disqualified and will have to try again.

Going for gold

To win a medal on this event you



GIANT SLALOM

will need to practice turning in and out of the gates.

Keep as close to the gates as you dare and try to get a rhythm going. If you can get a nice technique bobbing in and out you

should be able to complete the course without edging your skis at all. You will need to finish the course without touching any of the gates in order to be awarded the gold.



SKI JUMPING

You have two jumps to impress the judges on both ski-jumping events. To start your jump hold down and press A. If you do not press down whilst starting

your descent you will jump out of the gate and crash.

As your skier reaches the end of the jump quickly press up to launch yourself over the edge.

The controls are extremely sensitive so make sure you only press up once. You are able to guide your skier whilst in the air so be gentle with your controls. If you turn to far you will find yourself taking a nose dive into the snowy mountain. Keep your skier central and then press A to land when the altimeter points to the green area.

The judges on this event award points for both distance and style.

Going for gold

To win a medal on either of these events you will need to successfully pull off two reasonably long jumps. Try to



Gold can be won if you manage to land two large jumps.

jump as late as possible to give you that extra length. Also when in the air try not to adjust your flight path too much. Pulling back on the control stick will make you land earlier and pushing forward will result in a nose dive.

If you can manage to keep your flight in reasonable order you may have a chance to win a medal. It will be up to the judges to decide who gets the gold.

Flying High way up in the sky. Is it a bird or a plane or a nutty Japanese ski jumper who decided to take things a little too far?





Players
1-4



Cartridge
128Mb



Memory
Yep!

Publisher:
Developer:

Konami
Diamond Dust

Game type:
Origin:

Sports
Japan

Released:
Price:

Out now
£49.99

FREESTYLE SKIING AERIALS



This event is judged on your performance over two jumps. You must chose a trick for each jump and have ten different tricks to chose

from. After you have made your selection you now need to perform the jump.

As your skier reaches the bottom of the slope you must tap the A button repeatedly to raise the power gauge. Your skier will perform the chosen trick providing you have increased the power to the set amount.

To land you must press the B button as your skier descends towards the snow. Timing is very important to land the jump correctly.

Landing your jumps on this event can be extremely frustrating and it may take you several attempts to perfect your landing

procedure. Perseverance is the key to being successful at this event.

Going for gold

To win a medal on this event you will need to impress the judges. The judges award points for trick selection, form and landing. Choosing a reasonably difficult trick will not necessarily win you the gold. The medals on this event are won and lost on the landing.

Try to press the B button just as the skier finishes his spins and turns.

A split second can be the difference between a magnificent jump and a horrible slide down the slope on your backside!



TRICKS



1. LTT



3. FTT



5. FFF



7. DFF



9. FDF



2. FTT



4. LFF



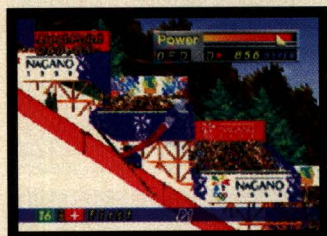
6. FDT



8. FFD



10. DFD



Timing your landing is the most important thing to master. If you are able to land two reasonable tricks you should be on your way to winning a medal.

The tricks are very simple to perform. Keep your power gauge above the triangular mark to complete the spins before trying to land.



SNOWBOAI

HALFPIPE

The Halfpipe is possibly one of the easiest events in this game. You must pick eight tricks from the list to perform on the halfpipe. You will score points for the difficulty of the

tricks you have chosen as well as their execution. The five judges will award points for technique, rotation, amplitude, landing, and execution. You must perform the moves printed on the screen before the snowboarder reaches the top of the halfpipe. Failing to do so will result in your snowboarder crashing to the snow. You are able to start inputting the moves before they appear on screen, this is very helpful when trying to execute a 1080 spin or a 3D

Crippler. Although the easy tricks are simple to perform, they alone, will not give you a medal winning score. Pick a varied selection of tricks and remember to choose two

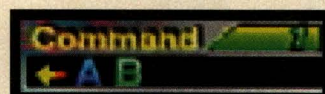
or three difficult manoeuvres to perform as well. Try not to place all the tricky stunts together. If you crash you will have less time to pull off the next jump.



1/B - Basic Air



2/F - Basic Air



5/B - Tweak Air



6/B - Indy Grab Air



7/F - Indy Grab Air



8/B - Tail Grab Air



11/F - Indy Grab to Mute Grab



12/F - Alley Oop



13 - Alley Oop



14 - 540 Spin



17 - Crippler



18 - Elgario



19 - Alley McTwist



20 - McTwist Tail





Players
1-4



Cartridge
128Mb



Memory
Yep!

Publisher:
Developer:

Konami
Diamond Dust

Game type:
Origin:

Sports
Japan

Released:
Price:

Out now!
£49.99

BOARDING

Going for gold

To win the gold medal on this event you must perform a fairly difficult routine and make sure that you perform all the tricks correctly. If you

manage to complete your routine without falling off you may be in for a medal. Although it will be down to the judges to determine whether you are good enough to deserve the gold.

3/B- Mute Air Grab



4/F- Mute Air Grab



9/F- Tail Grab Air



10/B- Indy Grab to Mute Grab



15 - 720 Spin



16 - McTwist



21 - 1080 Spin



22- 3D Crippler Double Hand Grab



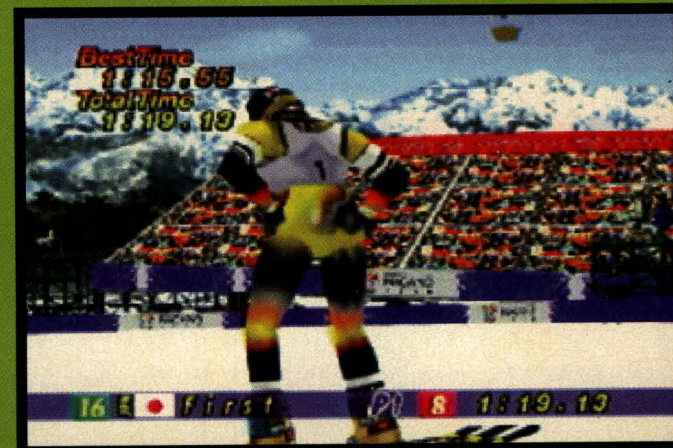
GIANT SLALOM

This is a timed race down a steep slope. Weave your way down the course as keep yourself crouched as much as possible. Make sure you keep to the right of the blue posts and to the left of the red posts. If you miss any of the gates you will be disqualified from the race. This course has a few fast sections and a couple of slower sections. Be aware that sometimes a hill will obscure your view of the next gate. Try to memorise these tricky sections of the course and your times should improve.

Going for gold

This is a very difficult event to win a medal on. Try to keep as close to the gates as possible but do not hit them as you will fall over. Also you travel slightly faster when your snowboarder is crouched. Try not to turn too much but do make sure that you have passed all the gates on the correct side.

If you can complete the This event is extremely difficult. The turns are tight and you will need to go flat out to win any sort of medal.



Nagano
Olympics

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Nagano Winter Olympics

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SPEED SKATING

500/1500M

This event is a race to the finish. You have two attempts at the 500m and only one attempt at the 1500m. You control the speed at which your skater travels by pressing the L and R buttons

alternately. At the start press the buttons fairly quickly to get your skater moving. Try to get a rhythm going and do not push yourself too hard on the first lap. You must also keep a careful eye on your stamina

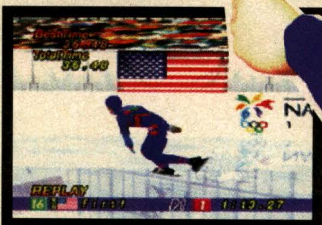
levels as these will fall steadily as the race progresses. If your stamina level reaches zero, you will not be able to skate any further.

buttons fast will not make you a winner, a slow steady rythm is much more advisable for this event.

Going for gold

To win a medal on either of these events you must keep your stamina levels as high as you can. You must try to pace yourself or you will tire very quickly. If you find that your stamina is running low, slow down your L/R rhythm a little. Practice

makes perfect and after a few attempts you will find that your speed will improve. Remember pressing the



Get your skates on for this event. Timing is very important if you want to pick up a medal.



Stamina will run out quickly if you are trying to skate too fast. Keep a steady rhythm going.



get into the **FAST LANE**

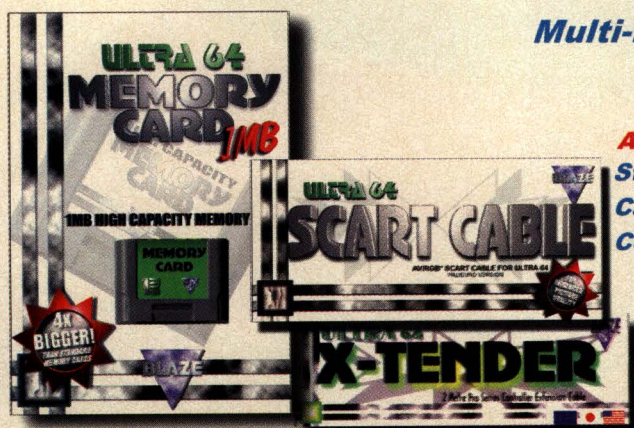


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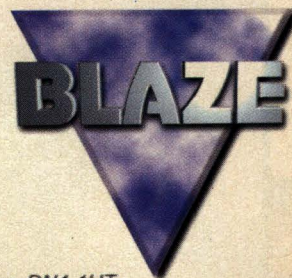
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AUTOMOBILI LAMBORGHINI

Titus surprised the N64 gaming community with this high quality racing game which rivals *Mario Kart* for its four player action. Here we present the complete track guide.





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
Titus

Game type:
Origin:

Racing
France

Released:
Price:

Out now!
£49.99

OBILI HINI

This game has only two difficulty settings. Novice for beginners and expert for experienced racers. There are four different modes for you to play this game. Single race mode enables you to compete on any of the six courses in either direction.

You can turn pit-stops on and off and have options to change the amount of laps you must complete. In time trial mode you can also race any of the six tracks in either direction. Your best times can be recorded on to a

memory pak. In arcade mode you have a choice of either the basic tracks (one to three) or the professional tracks (four to six).

You receive a set time limit to complete the three tracks and that time is extended each time you cross a checkpoint. The faster you perform on the earlier tracks the more time you will have available for the last course.

The last of the game options is championship mode. You must race all six tracks and will receive points for your performance in each race. You will receive

Prize Cars

Throughout this game there are six different cars that you are able to win, in addition to the two Lamborghini's already in your garage. These cars are awarded for finishing first in the championship and arcade race modes.

The cars available are as follows:

| | | |
|---------------------|---|--------------------|
| Arcade/Basic/Novice | — | Porsche 959 |
| Arcade/Pro/Novice | — | Ferrari Testarossa |
| Arcade/Basic/Expert | — | Ferrari F50 |
| Arcade/Pro/Expert | — | Dodge Viper |
| Championship/Novice | — | Bugatti |
| Championship/Expert | — | Maclaren F1 |



nine points for a win, six for second, etc.

In the pits

In both arcade and championship mode you may need to take a pit stop. You will receive a message if you fuel or tyres need adjusting, the pit lane is normally close to the finish line. Once in the pits the car will stop automatically and you must press up and down to control the amount of fuel to be added.

Keep the arrow in the yellow to fill the tank quickly, then press B to exit the fuel and replace the tyres. When the tyres are replaced simply circle the analogue stick in a clockwise direction. You do not need to perform these circles quickly so do not rush and make sure that you perform perfect circles. Once the tyres are ready your team will drop the car and you will be able to accelerate back out on to the track.

CARS

These are just some of the cars you start with and can win in the championship mode.



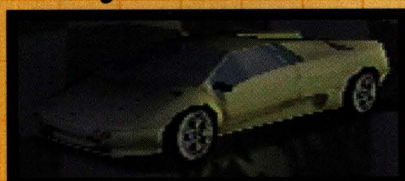
1. Bugatti EB110



2. Bugatti EB110



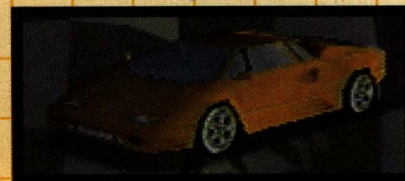
3. Lamborghini Diablo



4. Lamborghini Diablo



5. Lamborghini Diablo



6. Lamborghini Countach



7. Lamborghini Countach



8. Lamborghini Countach



9. Porsche 959



10. Porsche 959



11. Porsche 959



12. Bugatti EB110

TRACK ONE



This is definitely the easiest of all the courses. It's a fairly straight course with big long sloping corners which can be attacked at full speed.

There are one or two corners which require some attention and also a jump which must be controlled.



Turn 1

This first corner should not cause too many problems. An easy right followed by an easy left into the tunnel. Both these corners can be taken at full speed, just try to avoid contact with the other competitors.

Turn 2

As you exit the tunnel you face a long sweeping left hand corner. Try to keep close to the inside of the bend, this will reduce your time by a second or two. If you find you have wandered onto the grass, try not to turn too radically. If you turn sharply you will lose traction on your rear tyres and start sliding off the course.

Jump 3

As the road starts to straighten you will encounter a small hill. If your car is travelling at full speed you will be lifted off the road, very much like a jump. Try to keep your car travelling in a straight line over the jump. If you turn whilst taking off or landing you will start to slide out of control.

Power and speed is at your fingertips. Keep your foot flat to the floor and bring on the Ferrari's.



Turn 4

Position yourself on the far right hand side of the track for this sharp left turn. Start edging right as you exit the Titus tunnel and then turn sharply into the corner. If you follow the correct line into this bend you should be able to keep your speed up and also avoid crashing into the outside wall.

The Pits 5

The entrance to the pit lane is immediately after this sharp left



Winning is all too easy when you are driving a Lamborghini!

Pit Procedure

During the race you may need to replace your tyres or fill up your petrol tank. Your pit team are extremely fast and efficient but you will need to help them. The B button removes the fuel line and rotate the control stick to replace your tyres.

No waiting is necessary to have your tyre replaced here. Twiddle the joypad and tap the B button, much easier than your average garage.



hand bend. Keep on the left hand side of the track and brake hard if you need to replace your tyres or fill up your petrol tank.

Final Turn

The last corner on the track is a fairly sharp left turn. This corner can be taken at speed providing that you have the correct line.

If you managed to turn the previous corner well you should be in a perfect position to round this corner at full speed.



Look out! this is a really sharp corner. Try to use all of the track here start wide on the right and then turn sharply into the bend.





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

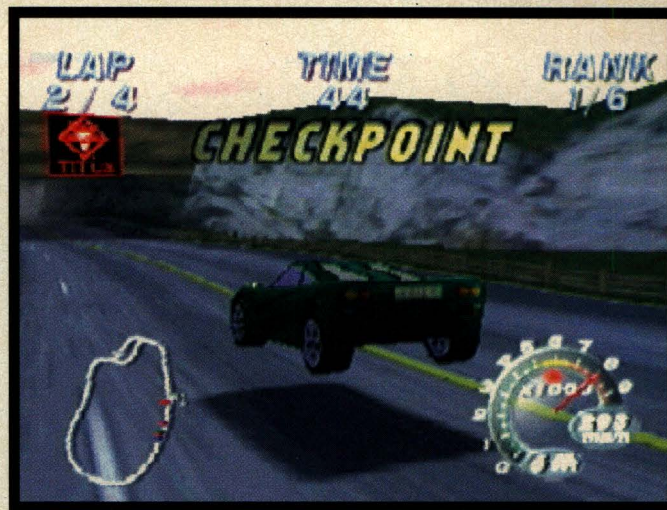
Nintendo
Titus

Game type:
Origin:

Racing
France

Released:
Price:

Out now!
£49.99



Key



This dark grey area indicates a tunnel or bridge across the track.



The lighter area of track indicates a hump in the surface which makes the car jump.



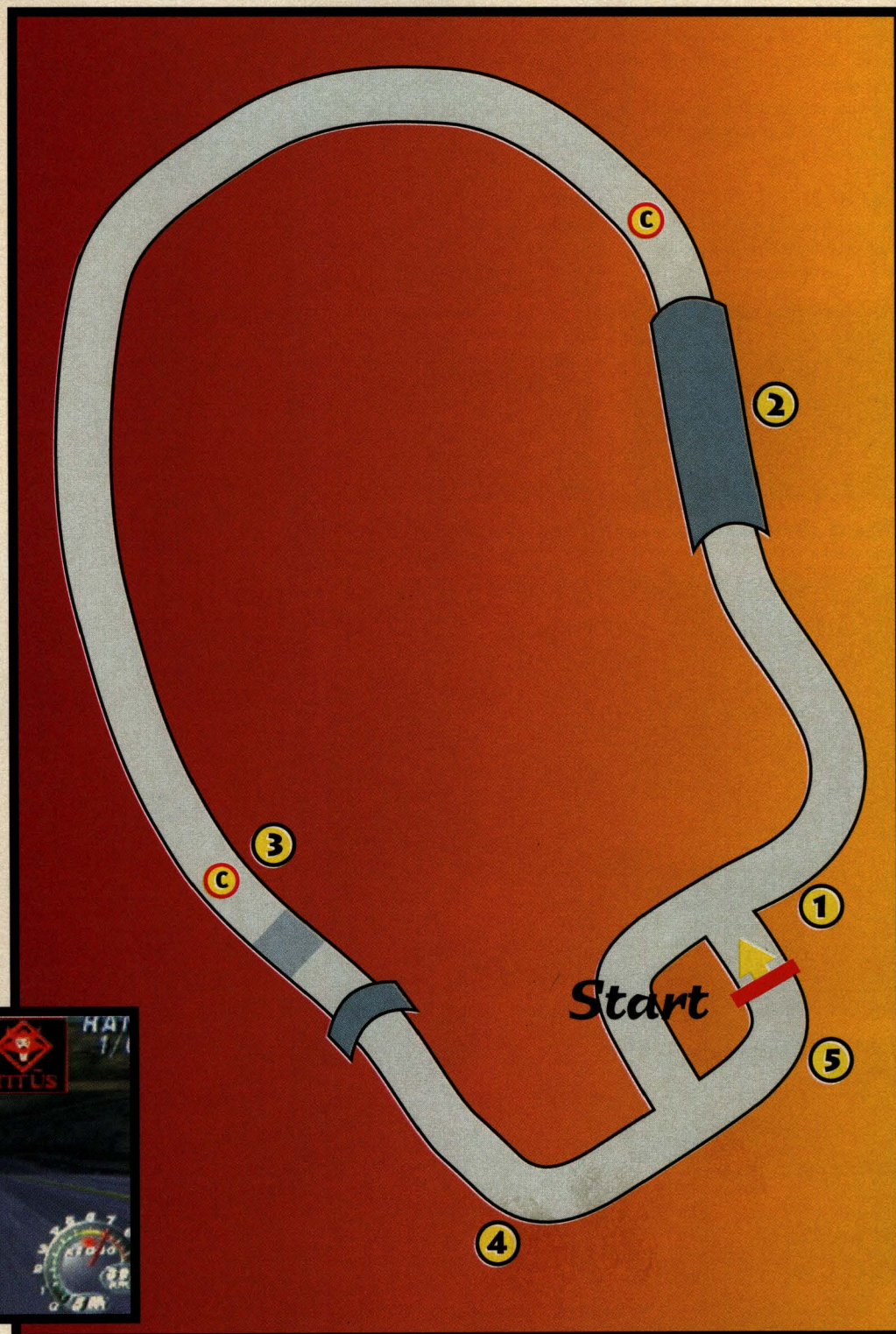
This is the start/finish line and the direction of travel.



Checkpoint. Cross these to gain more time.



These numbers indicate key points on the track.



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07-2

Automobili
Lamborghini

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Automobili Lamborghini

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TRACK TWO

This course is also relatively simple but slightly more difficult than the first. During this race you will encounter a couple of jumps and a few tight turns to really test your driving skills. To win this race you will need to keep your speed as high as possible and avoid contact with the walls.

Try not to let the other cars get too far ahead of you or you may not be able to catch them up.

Turn 1

The opening bend on this track is a fast left followed immediately by a fast right.

If you cut across the corners here you will be able to keep your foot to the floor.

Turn 2

The next turn is a medium left into a tunnel. Sometimes you will be able to turn this corner without

braking, but a slight touch on the brakes makes this corner easier.

Tunnel

The tunnel contains several medium turns. Avoid the walls and you will have no major problems here. When racing this track on Expert Mode you need to turn very carefully in this tunnel. If you turn too tight you will lose the back end and crash into the concrete.

Turn 3

As you exit the tunnel there is a sharp right hand corner which fades into a long right corner. Do not turn too tight here, the road is fairly wide, and you are able to glide out a fraction.

Turn 4

As the road begins to straighten you will see a small chicane. If you cut across the curb you will be able



Stunt driving is a small hobby of mine. You can push this Lamborghini to the limits and then beyond.



Racing sports cars is a dangerous business. It is a good job that these cars are totally crash proof, mine would have been wrecked in five minutes.



to take a straight line through this corner. Touching the curbs does not make you lose any speed so you are able to continue accelerating through this part of the track.

Turn 5

At the bottom of the hill is a sharp right hand corner. Try to start on the left hand side of the track and cut across the curb on the inside of the corner.

If you turn quickly enough you will be in a perfect position to attack the next turn.

Turn 6

On top of the bridge is another small chicane. Quickly turn left and then right through this area. If you turn sharply you should be able to maintain your speed through this part of the course.

Turn 7

Follow the long right sloping bend and at the bottom is a sharp left turn. It is important that you do not turn too tightly into this corner. A jump waits around the corner so the best position to be in the centre of the track. Your reactions will need to be sharp now, there is no time to set yourself up for the next little jump. Remember to keep your controls central when you are flying over the jump.

Turn 8

As you land from the jump you will discover another left hand corner. Wait until all four wheels are in contact with the ground before turning into the next corner.

Again take care not to turn too sharp as another jump waits around the corner.



Accelerate hard at the start of the race. You want to be in front!



Final Turn

When your car is back on the tarmac gently edge your car into the final left hand turn. You will only need to slow down here if you want to stop at the pits.

The entrance to the pit lane is on the left just as you round this bend.



Why

Is there no leggy blonde posing with this beautiful car!



Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

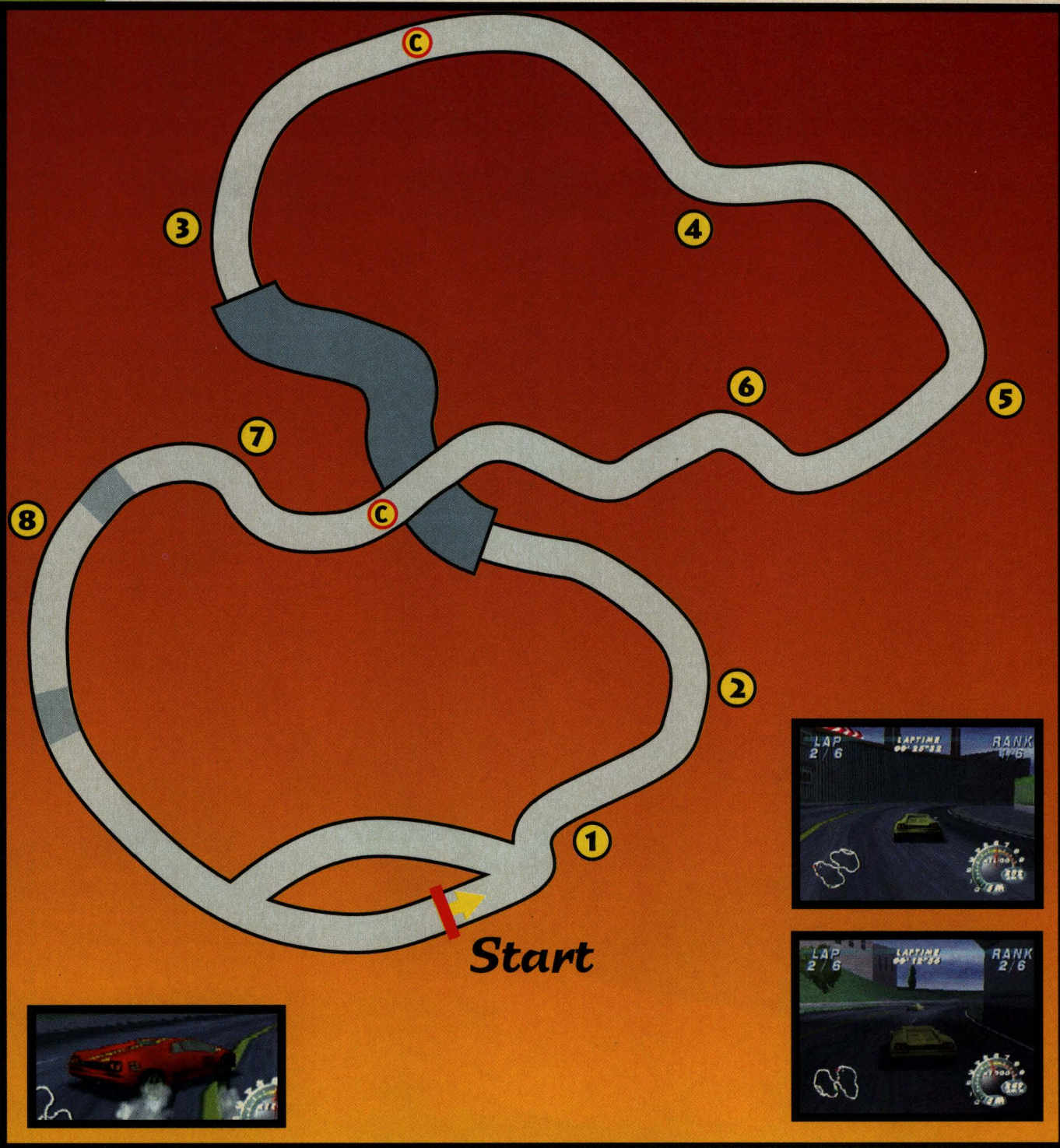
Nintendo
Titus

Game type:
Origin:

Racing
France

Released:
Price:

Out now!
£49.99



Automobili Lamborghini

page number

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TRACK THREE

This is the most difficult of the three basic courses. There are several sharp turns and a couple of awkward jumps for you to negotiate. Take it steady and try to remain in the centre of the track as much as possible.

Turn 1

This course opens with a small chicane, turning left then right. No problems here, but try to avoid contact with the other cars.

Jump

This jump is difficult because of its positioning. Try to land on the left hand side of the track to give you a good racing line into the next corner.

Turn 2

This turn is very sharp and a slight touch on the brakes may help you to turn in successfully. Try to avoid contact with the walls or the dust around the edge of this circuit.

Turn 3

A touch on the brakes will help you to get around this corner quickly. If you try to take this bend flat out



you will get caught in the sand on the edge of the track.

Turn 4

This steady sloping right is followed by another jump. Keep your car central or you will crash into the walls here. Providing you landed correctly this next little right handed corner will be simple.

Turn 5

After a few gentle bends you will come to a medium left hand turn by the coast. Keep your speed up here as the corner is not quite as sharp as it looks.

Turn 6

Further along the coast is a sharp left hand corner into a tunnel. There is no way to take this corner at full speed, so a slight touch on the brakes will help.



Turning into the pit lane is fairly tricky on this course. The entrance is on the right hand side, as you turn into the next corner.

Tunnel 7

This long tunnel gently turns to the right. Keep nudging yourself right and you should not have any problems here. There is however, a small chicane at the end of the tunnel which will require some nimble cornering.

Turn 8

As you exit the tunnel you will need to touch the brakes again to enable you to get around this sharp left turn.



Turn 9

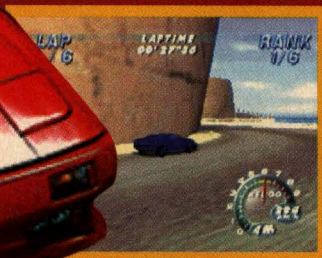
This medium turn can be taken at full speed.

Turn 10

As you approach this medium left hand corner you will see the pit lane ahead of you. If you need to make any repairs ignore this bend and drive straight into the pits. If your car is still in reasonable condition you will be able to turn this corner without losing any speed.



There are plenty of tricky corners for you to tackle on this track. Keep your foot on the gas and hang on tight.



Wow

where can I get one of these little beauties!





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

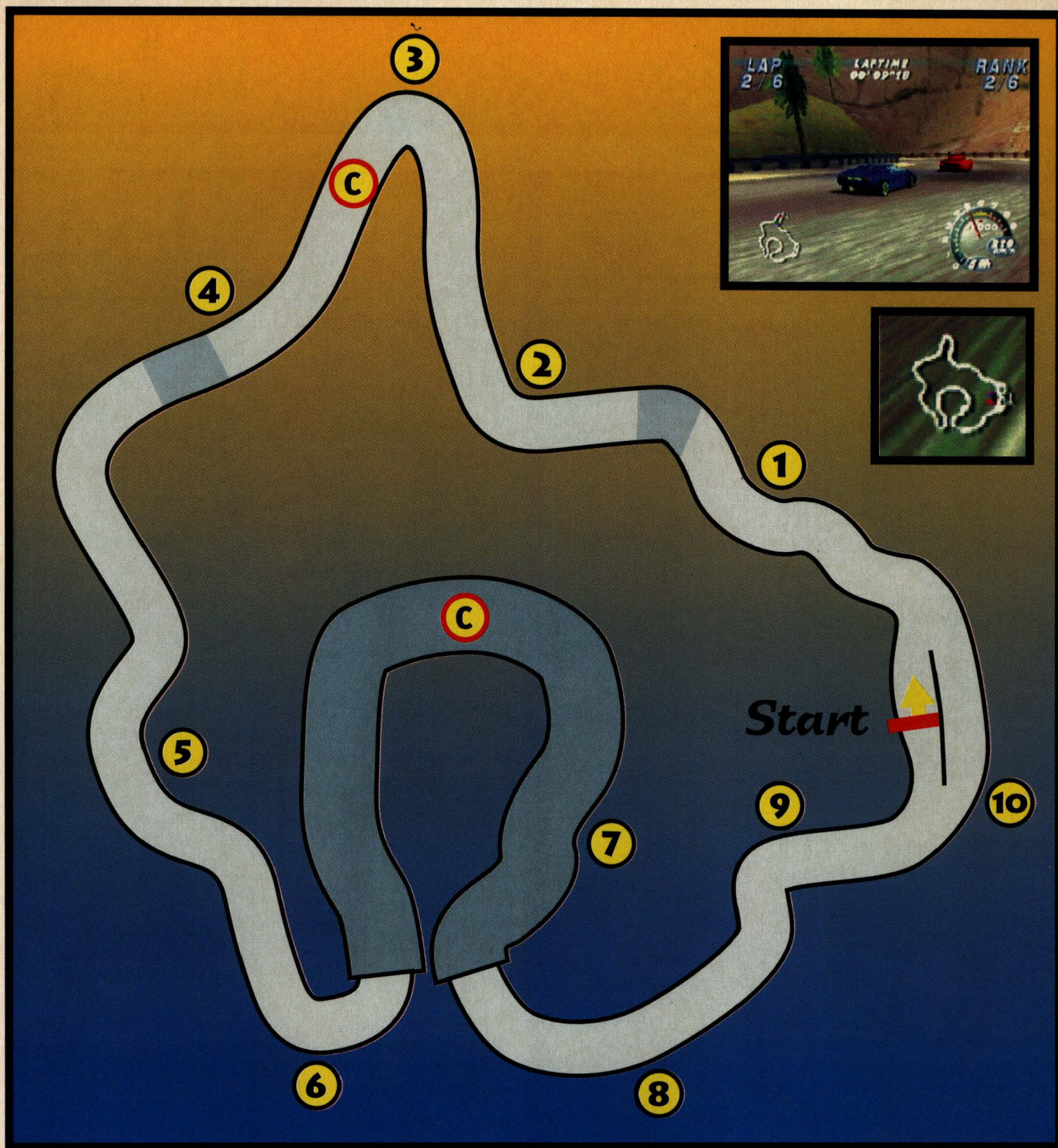
Nintendo
Titus

Game type:
Origin:

Racing
France

Released:
Price:

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Automobili Lamborghini

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number

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TRACK FOUR

This track is a little more tricky than the basic courses. There are several shortcuts and tunnels which can be used to improve your race times. Along with the usual tight turns and tricky jumps.

Turn 1

After the first subtle left you will approach this medium right turn. If you take the racing line you should be able to avoid contact with the wall.

Jump 2

After this jump is an island in the road. Try to keep to the right of the island to allow a reasonable line into the sharp left hand corner at the bottom.



Turn 3

Take it fairly easy around this medium right hand corner. If you turn too sharp you will lose the back end of your car and slide onto the grass. If you do not turn hard enough you will crash into the barriers and find yourself on the grass.

Tunnel

On the left you will be able to see the entrance to a tunnel which leads to the corner before the bridge. This may seem like a shortcut but it will actually lose you a few seconds of valuable time. Skip this tunnel and continue along the road.

Turn 4

The next corner is a sharp left. A touch on the brakes should be enough to avoid contact with the walls here.

Turn 5

Small right hand turn leading to the bridge. To your right is the exit for tunnel 1.

The Bridge

There is a medium left hand turn onto the bridge and a medium right hand turn at the exit. Neither of these

This is my favourite of the six tracks. It is fast and fun with lots of shortcuts and tunnels.

bends is too sharp so a reasonable speed can be achieved through here.

Turn 6

After the bridge you will find a very sharp left hand corner. Touch the brakes and then turn as tight into the corner as you can. Sometimes you will find that you have drifted too far and will find yourself on the grass. Do not steer radically when you are on the verge, the car will lose grip and you may find yourself facing the wrong way.

Secret Tunnel 7

You will notice that you must drive through an area where the road runs under a large rock. Immediately after this rock is a small area of grass on the left hand side.

Drive onto the grass and through the cliff wall in front of you. This secret tunnel cuts out several nasty corners which would have slowed you down considerably. This tunnel rejoins the track just before turn 10.

Tunnel 8

This tunnel bends slowly to the left before taking a sharp right just before the end. There is another shortcut route hidden in this tunnel. If you keep as close to the left wall as possible you should see the path turning left just before the road bends to the right.

Secret Tunnel 9

You will find the entrance to this tunnel tucked in on the left hand side.

Keep your eyes open for alternative routes. The shortcuts are really well disguised and it is difficult to spot them.



Hidden in the left hand wall of this tunnel is a shortcut. You will need to be quick to make this turning.

Turn 10

As you exit the secret tunnel you will discover a jump followed immediately by a gentle right hand corner. This jump will cause you trouble if you are turn too much, and you will jump onto a gravel path if you have not turned tightly enough. If you do find yourself on this gravel path do not touch the controls and just try to keep your forward momentum going.

Turn 11

This tight left hand corner should be no problem. A quick touch on the brake will make sure that you do not crash into the little bridge around the corner.

Turn 12

This right hand bend leads onto the final turn. If you need to make a pit stop the entrance to the pit lane is on the left hand side. In arcade mode this pit lane can be used as a very handy shortcut.





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

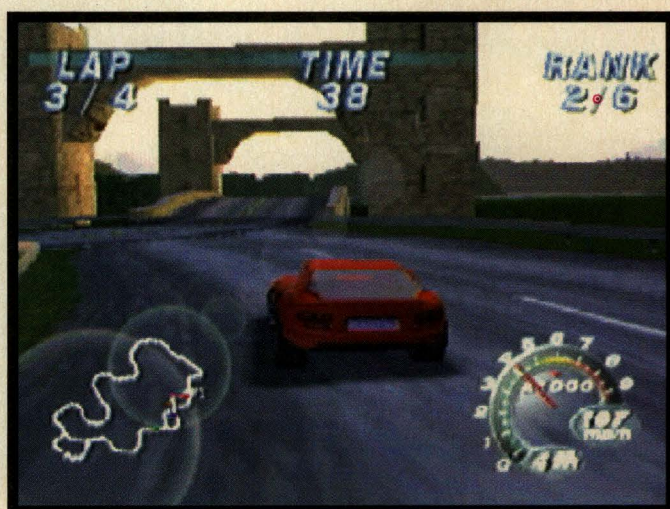
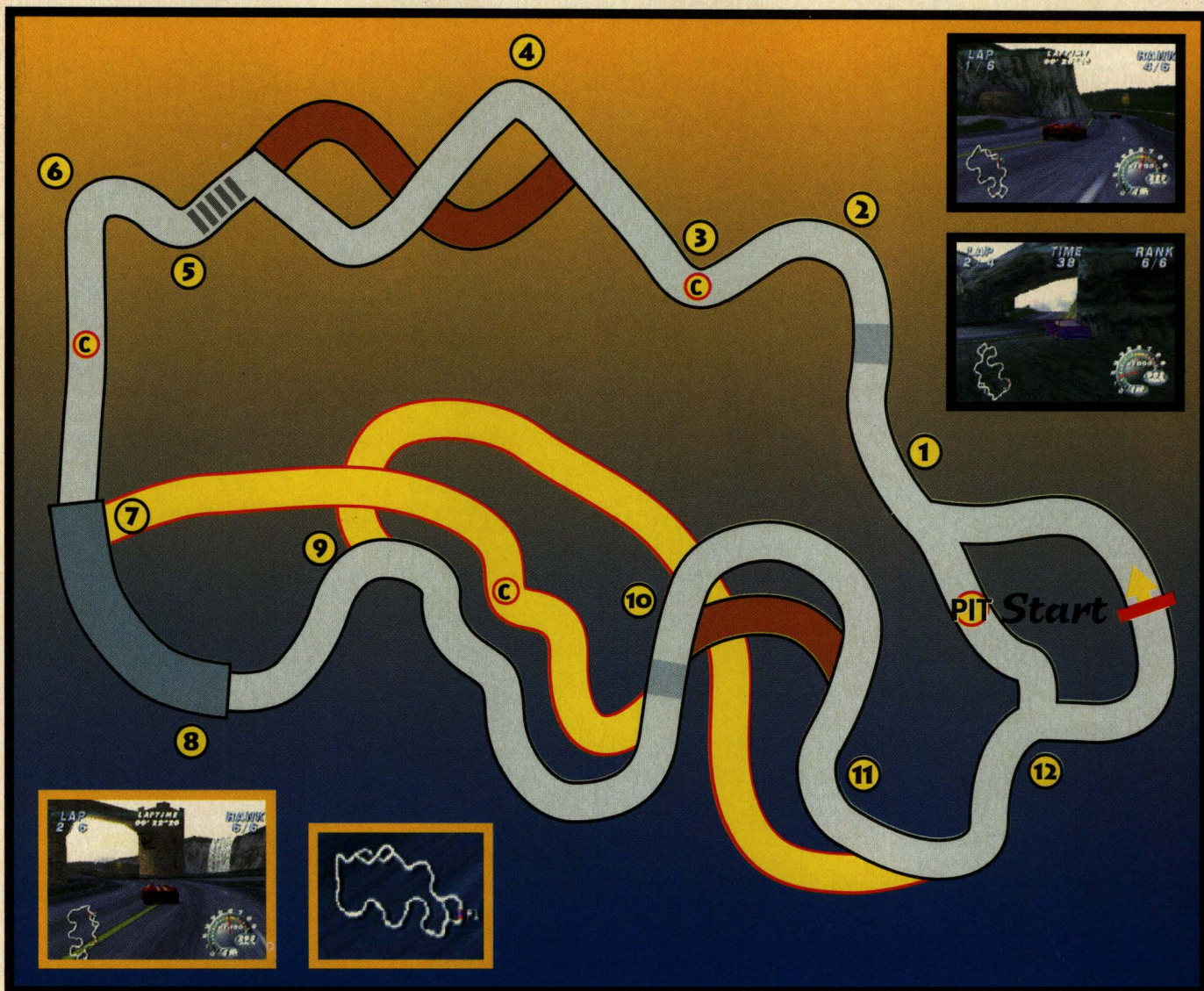
Nintendo
Titus

Game type:
Origin:

Racing
France

Released:
Price:

Out now!
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Automobili Lamborghini

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number

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TRACK FIVE

This track is fairly difficult in the fact that there are lots of tight turns. It also is a very quick track and most of the turns can be taken at speed.

There are two alternative routes that can be taken but they will not save you any time. Stick to the road and make sure you stop for some fresh tyres after the third lap.

Turn 1

This track starts with a very fast left then right chicane. Cutting over the curbs here will give you a better line through this corner.

Turn 2

There is a medium left hand and a barricaded bridge. The barricaded bridge leads to an alternative route but it is better to stay on the road. A slight touch on the brakes will help you to avoid the wall on this bend.

Maximum speed can be obtained through this corner.



Turn 3

This tricky little corner looks like a medium left as you approach. Do not turn too far, as the road bends right and then left again very quickly. If you just touch the steering to the left making sure that you avoid the wall on the right hand side. You should now be able to skip round this turn at a reasonable speed.

Turn 4

This is a long sweeping right hand bend which leads over the bridge and down to a tight right hand corner at the bottom. This is the first in a series of sharp turns and braking will be necessary to avoid contact with the walls here.

Turn 5

You are able to turn either left or right at this next junction. Take the tight turn to the left which will give you a faster route through the next corner. You will probably need to use your brakes here as well.

Turn 6

By taking the left route you are able to cut the corners on this right then left chicane.

Alternative Route

On the right hand side before the next right hand bend is a large yellow gate. Drive through this gate to discover a different route.



Through the gate on the right hand side is a secret shortcut.



Turn 7

This next turn is a fairly sharp right followed by a medium left. Lightly dab the brakes as you approach the first corner and you should then be able to accelerate through the corners.

Roundabout

Now you will come to a small roundabout. Pass as close as you can to the left of the centre isle. You should be able to drive past this obstacle without losing any valuable speed. The road now bends gently to the right so keep accelerating you are on the fastest stretch of this course.

Turn 8

This very fast right then left chicane can be made a lot easier by cutting the curbs. If you line yourself up for this turn you should lose

You can use all of the road to help you cut some of the corners. The edges will not slow you down.



very little speed here.

Turn 9

Keep accelerating down this long hill keeping yourself on the right hand side of the course. At the bottom of the hill is a sharp left hand turn with a wall running along the right. Touch the brakes and turn hard into this corner.

Turn 10

You will start to pick up speed again as you descend down the next hill towards the shipyard. The turn at the bottom is not too sharp and can be taken at speed providing you do not turn too tightly. If you need to make a pit stop the entrance to the pit lane is here on the left hand side. You will have to slam on the brakes and turn really hard to enter this tricky pit lane.





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

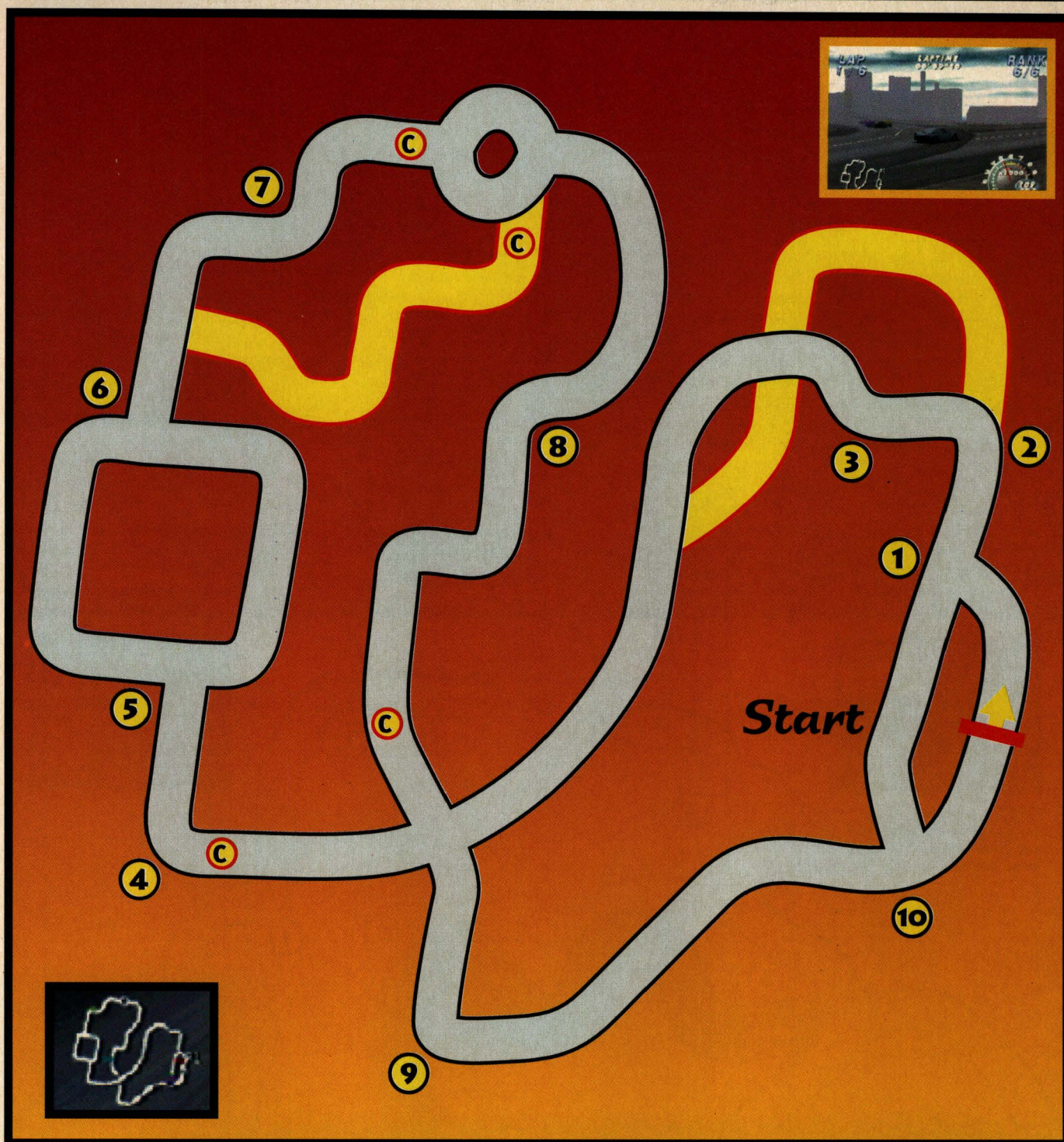
Nintendo
Titus

Game type:
Origin:

Racing
France

Released:
Price:

Out now!
£49.99



Automobili Lamborghini

65

TRACK SIX

This is the final track and is extremely difficult. There are lots of difficult turns and several sharp corners also. Be aware of the other cars on this course. They will tend to try to barge into you which can sometimes force you to lose control of your car. You will also need to replace your tyres around the third lap if you want to finish this race in first.

Turn 1

This course starts with three easy corners. Avoid contact with the other cars and get as much speed up as possible.

Turn 2

On the cliff road you will come across a really sharp left turn. Slam the brakes on hard and turn into the corner. The back will slide a

little and then you must turn sharply to the right. You must go back on the accelerator as you exit these two corners.

Turn 3

Keep accelerating around this gentle left turn and then take a straight line route through the twisty section.

Turn 4

This sharp left hand turn leads onto the bridge. Lightly touching the brakes will be enough to avoid contact with the wall.

Turn 5

This large series of gentle right turns will cause no real problems. On expert mode you will need to be very careful not to turn too hard or you will lose grip.

Turn 6

You will enter a tunnel with a series of turns inside. The tunnel turns sharply left and then to the right. Try to turn into the right hand bend as soon as you can or you may slide into the sandtrap to the left of the road. The track then turns left and right again before exiting the tunnel.

Turn 7

After the tunnel you will find a gentle right sweeping bend. The road turns sharp left by the cliffs and then immediately turns to the right. Touch the brakes as you approach the first corner or you may slide onto the sandtrap to the left.



Turn 8

After a few gentle twists there is a tight left hand corner. You will need to brake briefly to avoid hitting the wall.

Turn 9

Another sharp turn but this time to the right. Again a slight touch on the brakes will help to turn this corner well.

Turn 10

The final sharp bend on this course is a left. If you can avoid the walls here you should be able to pick up plenty of speed for the final bend.

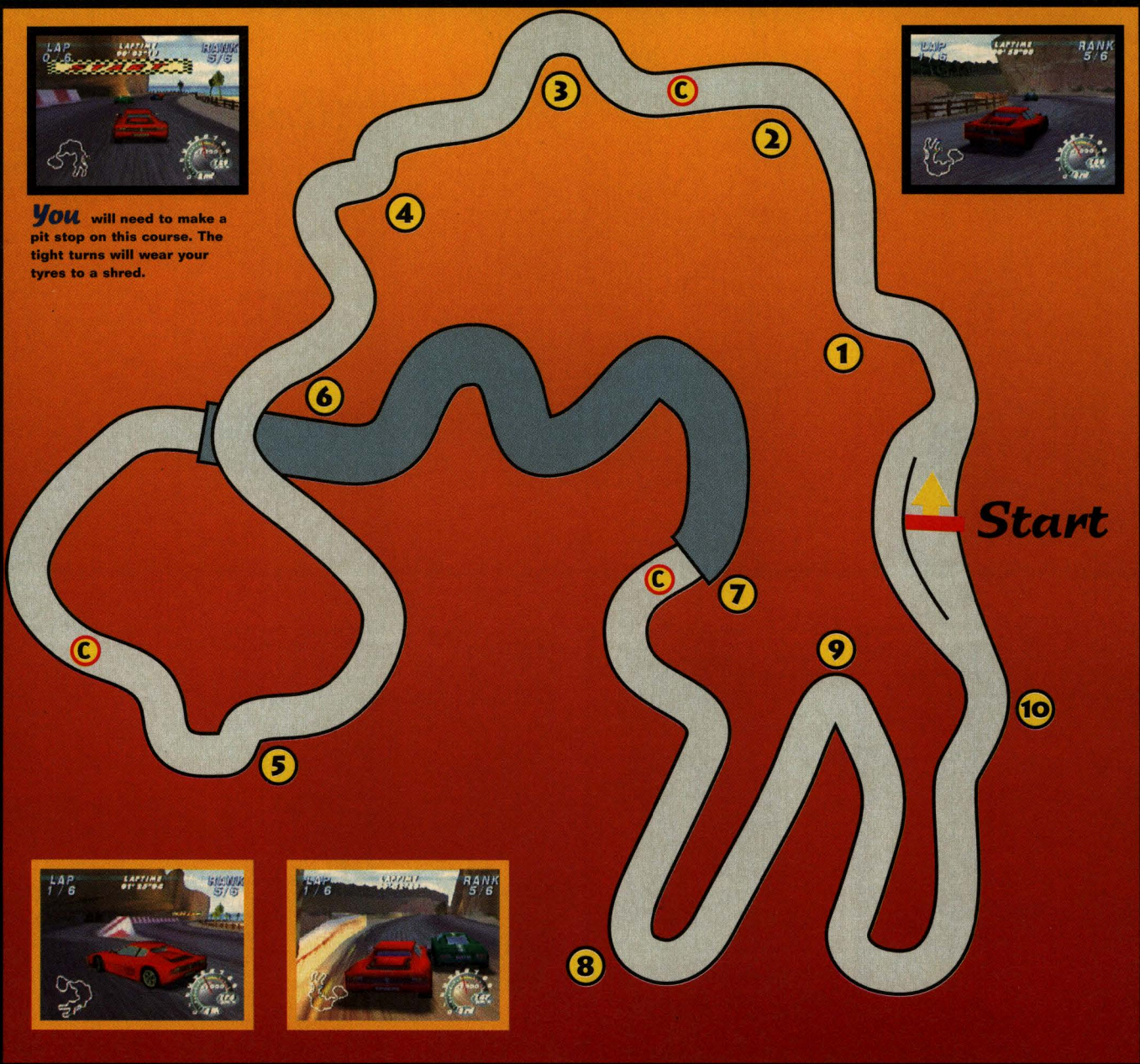


Final Turn

The last corner on this track in a gentle left hand turn. You should not need to brake unless you intend to visit the pits. The entrance to the pit lane is on the left hand side just after the corner.



You will need to make a pit stop on this course. The tight turns will wear your tyres to a shred.



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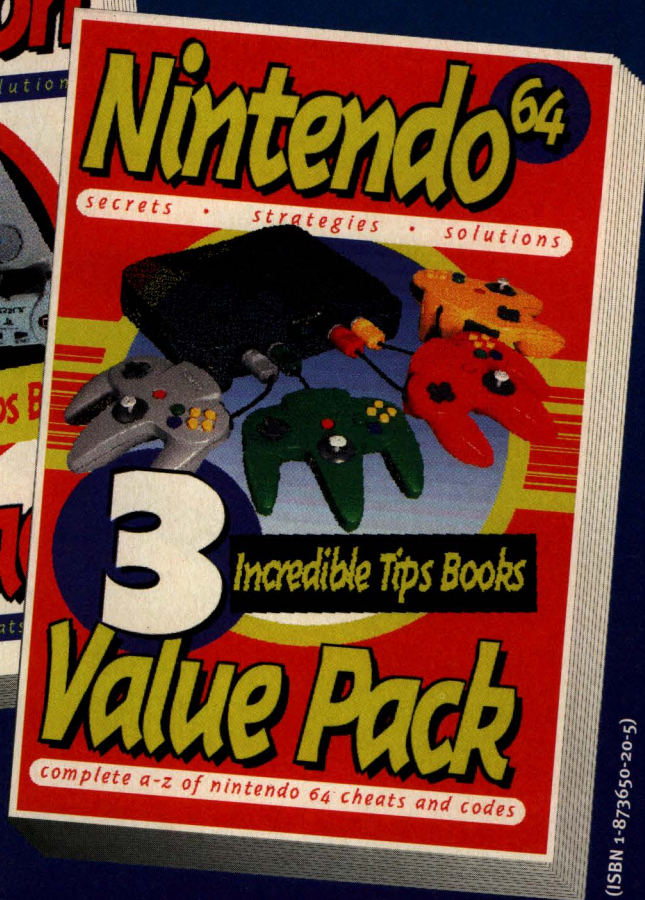
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SNOWBOARD KIDS

It's Nintendo's latest racing game, and *Snowboard Kids* takes video game snowboarding to new heights of playability! Take to the slopes with the complete guide.

Snowboard Kids is a fast action packed game consisting of three different race options. Battle race mode is a race against three other players. Along the course are power-up shops from which you can purchase a number of random

articles. Each transaction through the shops will cost you 100G or one golden coin. You must collect coins before you are able to pass through any of the shops. Time attack mode is simply a race against time to reach the finish as fast as possible.

There are no shops available in this mode but you are equipped with a speed fan. Use this item wisely as you only receive one for each course. Skill mode has three separate challenges. In the speed challenge you must collect the speed fans to reach the finish line

as fast as possible. In the shot game you must steer your snowboarder down the course shooting all the snowmen you encounter along the way. And in trick mode you must score as many trick points as possible within the three minute time limit.

POWER-UPS

SHOT POWER-UPS



Slapstick: A fast moving attack that seeks out any opponent within range. When a player is slapped by this weapon they will stumble and fall over.



Parachute: When hit with a parachute the player will be launched into the air and carried safely back down with a parachute. The floating player will stay in the air for quite some time.



Freeze Shot: This attack freezes you in a block of ice. To escape keep pressing the A button as fast as you can.



Snowman: This attack bounces off the side walls until it hits an opponent. When hit the player will transform into a snowman and will be unable to control which direction you travel in.



Bomb: When hit by this exploding attack the player will be blown into the air. Be sure to keep your distance from these attacks as the blast carries for some distance.

ITEM POWER-UPS



Speed Fan:

Using this power-up will increase your speed for a short while.



Ghost:

Using a ghost will slow down the opponent who is currently in first place.



Pans:

Use this powerup to drop pans on all other opponents.



Rock:

Drop these rocks onto the course to trip the other players.



Rat Face:

This power-up enables you to steal all the money from your opponents.



Invisible:

This item turns your character invisible for a short period of time. When your player is invisible you will not get shot and pans will have no effect.



Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

Sports
Japan

Released:
Price:

Out now!
£49.99

ROOKIE MOUNTAIN

Battle Race 1

This is an extremely easy track with only a few turns and two jumps. This first race is held over five laps by which time you should have mastered control of your snowboarder.

Use the analogue control stick to turn your snowboarder left and right. If you need to turn slightly sharper simply hold back on the control stick and then turn as normal.

Turbo Start

As the race begins keep tapping the A button to get a turbo start. If you have performed the manoeuvre correctly your snowboarder will jump forwards some distance and start accelerating immediately.

Performing Tricks

As you approach a jump, press and hold the A button. Whilst the A button is pressed you are able to control which direction your snowboarder will spin. Release the A button as close to the end of the jump as possible, and then press any of the C buttons to perform a grab. You will score more points if

you can land a jump that includes a spin and a grab. Also on some of the larger jumps you will be able to gain more points for holding yourself in the grab position for longer.

Make sure however that you are not holding any buttons as your snowboarder begins to land. If you hold the grab for too long you will trip and fall.

Winning the Race

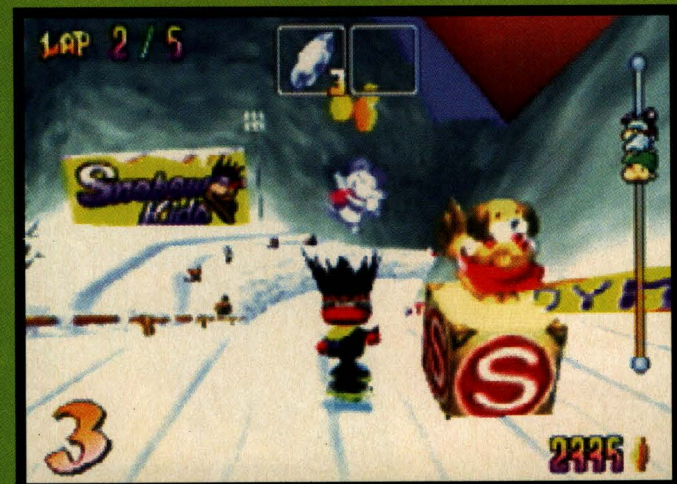
To win this race you will need an equal amount of skill and luck. Try to keep yourself close to the race leader and use all your items to hinder your opponents. Watch for the exclamation marks which shows that there is an incoming missile, and try to avoid them.

Sometimes you will be able to jump over certain objects or move to one side to avoid being hit. Alternatively the invisible item will make sure that no missiles can hit you.

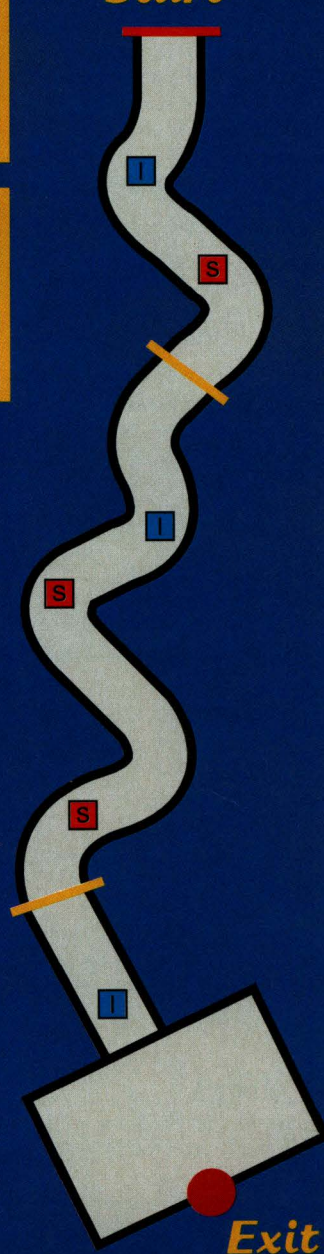
To get a turbo start, tap the jump button as fast as you can.



Power-ups can be collected by passing through the Icon boxes. Remember you cannot pick up an item until you have picked some coins.



Start



Exit

Key

| | | | |
|--|------------|--|-------------------|
| | Start | | Tree |
| | Jump | | Tunnel |
| | Sandwall | | Quicksand |
| | Shot | | Water |
| | Item | | Suspension Bridge |
| | Penguin | | Railtrack |
| | Snowman | | Gap |
| | Coffee Cup | | Ski lift/Exit |
| | | | Boulder |

BIG SNOWMAN

Battle Race 2

This is the longest track in the game and you only need to complete two laps. The turns are fairly simple and most of the jumps allow you plenty of time to prepare for them. There are however a couple of places that you should watch out for.



The Forest

When you discover this wooded area you will need to dodge in and out of the trees. There are several coins in this area for you to collect and also a couple of shops. To collect all the coins from this area start on the right hand side of the track and the move to the left when you can not see any more coins. Being on the left hand side will give you the best line into the sharp right-hand bend as you exit this forest area.

Thin Track

After the next jump the track becomes thinner as it rounds a left hand bend.

Keep to the right hand side of the track to avoid falling over the edge.

Double Jump

After the track emerges from the overhanging rock you will find two jump ramps one after the other. Perform a simple grab trick on the first ramp and then try to execute a big jump on the second ramp. If you try to perform a big trick on

Watch out! Sometimes there are two jumps in close succession. Concentrate on speed – you will have plenty of time for posing later.



Tricks will earn you extra money for purchasing items. The harder the stunt the more money you can earn.



Nancy Neil

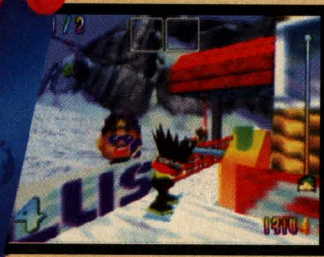
Age: 10

Speed: ★

CORNER: ★★★

TRICK: ★★★

Is Neil her surname, or is Nancy the nickname for a very effeminate boy? Either way, the pink dungarees and big floppy bunny-ears hat don't suggest 'hardness'.





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

Sports
Japan

Released:
Price:

Out now!
£49.99

SUNSET ROCK

Battle Race 3

This course is extremely challenging. The turns are fast and a few of the jump ramps are awkwardly placed.

There are several obstacles



Avoid these large falling rocks. They crush everything in their path.

which will slow down your decent considerably and these are mentioned below.

Penguin Valley

Try to avoid the penguins that are in this area. If you can keep your speed up they should not cause too many problems, but if you are moving slowly they will try to run into you and cause you to tumble.

Rail Slide

There is a rail running across a river about half way down the course. To slide along this rail you must make sure that you are lined up correctly and quickly tap the

jump button as you approach the beginning of the rail.

If you have performed the slide correctly you will be awarded with 300 trick points.

Rolling Rocks

Keep a careful eye to avoid the huge boulders which are falling across the course. If any of these rocks collides with you they will flatten you into the snow.

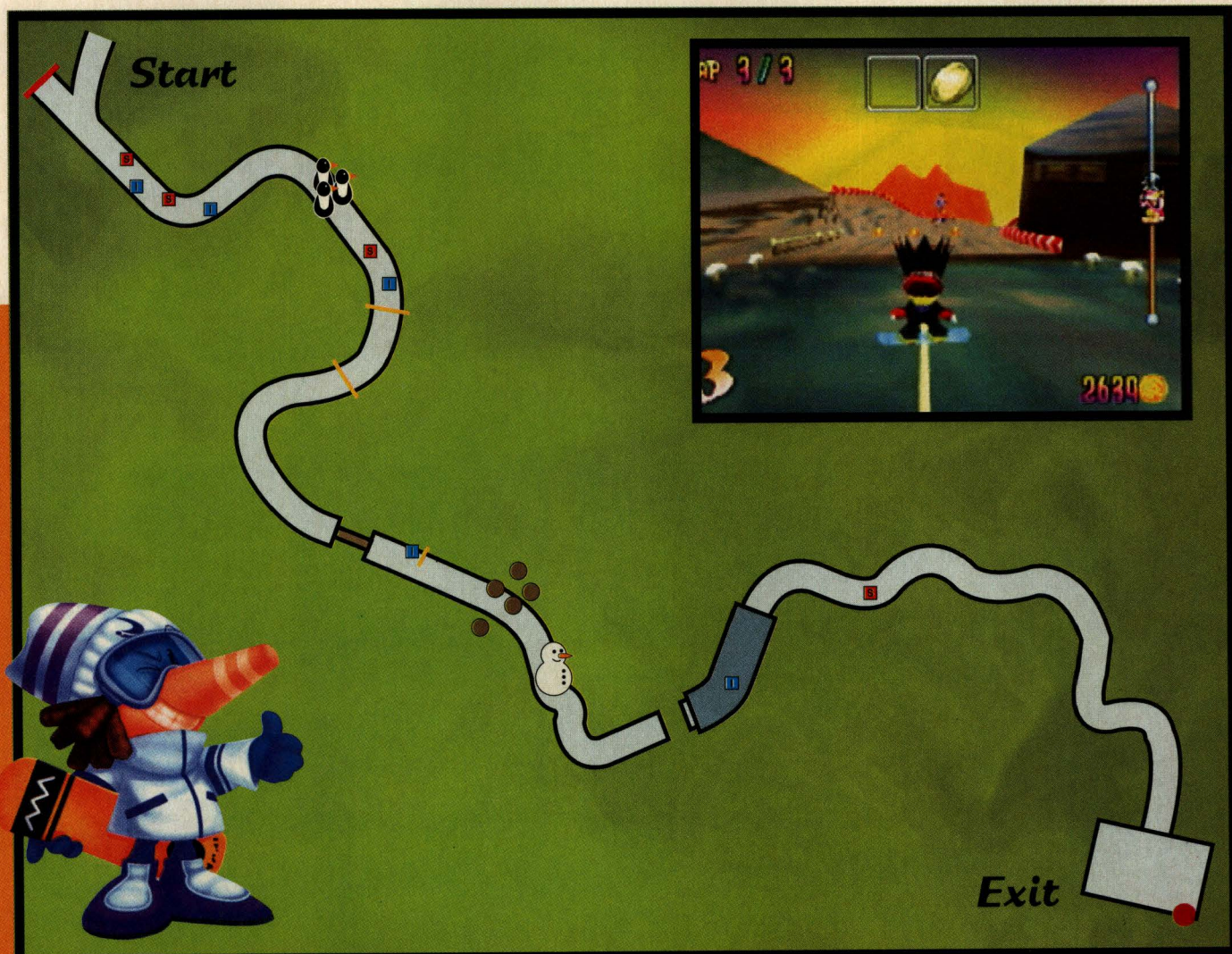
Big Snowman

Just after the falling rocks you will discover a large snowman in the middle of the track. He fires randomly at all the snowboarders



Penguins will move towards your snowboard and make you crash. and cannot be shot.

The best way to avoid being shot in this area is to stay on the right hand side of the track.



This large snowman fires bullets at you as you approach. If you are hit by one of these missiles you will transform into a snowman and be unable to turn.

Frozen inside a block of ice! Avoid your opponents' shots or you may well lose some time while you attempt to defrost yourself.



NIGHT HIGHWAY

Battle Race 4

This course can be extremely tricky there are some difficult jumps and some really fast turns. There are also two shortcut routes that can reduce your lap times if taken correctly.

Shortcut 1

Just after the Item Power-up is a small gap in the fence on the right hand side. Turn sharply to get around this corner and then race straight to the bottom. If you take the corner without crashing you should now be in first place.

Smaller Track

Continue through the tunnel and over a ramp. On the next jump ensure that you are in the centre of

Shortcuts are extremely difficult to turn into. You will need to turn hard to enter either of the two time saving routes.

the track. The track narrows here so you will need to be precise with your control. If you fall over the edge you will lose several seconds while you recover. At the exit of this little section is another jump. There is quite a gap to jump over here so do not try any difficult tricks.

Shortcut 2

After the next jump is a small gap in the trees on your left. Getting into this entrance is very difficult if you do a large jump. The entrance is on the left the moment you land and you will undoubtedly crash into the wall. If you just perform a drop over this jump you

will then be able to turn into this corner.

Final Jump

As you emerge from the next tunnel you will see a huge drop with a concrete ramp. There are three jumps here in

short succession, although you will probably only have a chance to perform two tricks. Try for a huge stunt over the first ramp and then you should land just before the third ramp. You will then have just enough time to set up a decent spin or grab over this last jump.

Linda Maltin

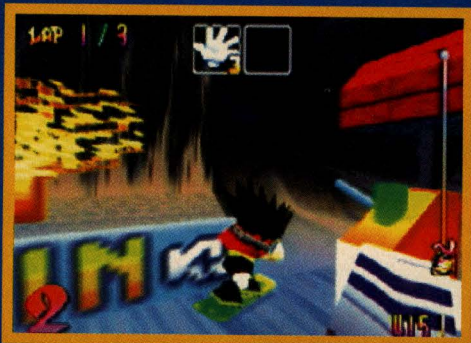
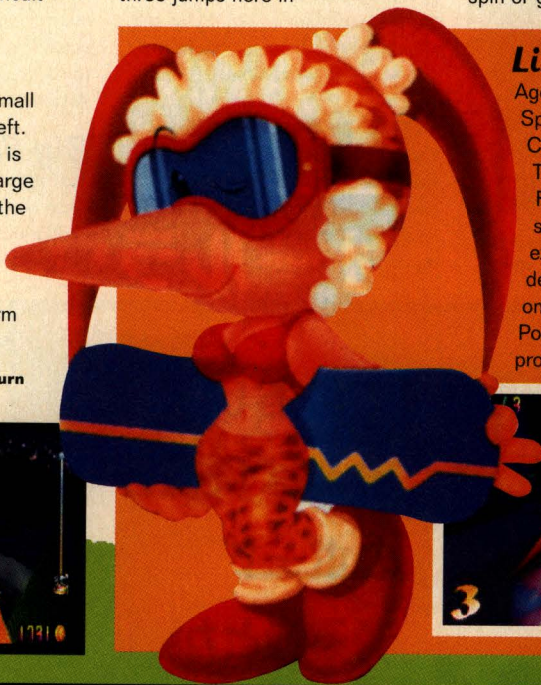
Age: 11

Speed: ★★★

Corner: ★★

Trick: ★★

For someone of primary school age, Linda is extraordinary 'well-developed'. That means one of the staff of PowerStation magazine will probably take an interest!





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

Sports
Japan

Released:
Price:

Out now!
£49.99

GRASS VALLEY

Battle Race 5

This course looks a little confusing because there are several different routes you can take to get to the finish line.

The best route through this course is to keep to the left. Although there is very little difference in actual distance you will find fewer obstacles on these paths.



Triple Jump

If you turn right at the first fork you will need to jump these three ramps in quick succession. Keep yourself as close to the centre of the track as possible.

Tricky Shortcut

If you take the right path at the second fork you will find a route through the trees. This is not as

easy as it may seem, there are two large holes in the floor which you must jump over.

There are no marked ramps in this section so you will need to jump on instinct. If you cannot see the track ahead you must assume that you need to jump.

Slash Kamei

Age: 10

Speed: ★★

Corner: ★★

Trick: ★★2

Big spiky hair always marks out the hero of Japanese games, and young master Slash – he's either a Guns 'n' Roses fan or has a very weak bladder – is no exception.



!!!! This symbol indicates that you are about to be hit by an object or missile. Use an invisible icon or simply dodge left and right to avoid being hit.

Look out! There are several points on this track where the floor simply disappears. Keep your eyes open and be ready to leap these gaping holes.



Start



Checkpoints are at the end of each track. The race does not finish yet you will need to jump onto the ski-lift to return to the top of the mountain.

Exit

DIZZY LAND



Timing is very important at this point on the course. You will need to jump the gap at the foot of the hill.



Battle Race 6

This is a long and tricky course with several difficult obstacles to overcome. There are no shortcuts to help you on this course so you will have to fight all the way to the finish line.

Coffee Cup Pinball

Try not to crash into any of the cups in this area. You may find yourself bouncing around like a

little ball.

The best route through this area is to keep in the middle. Then move to the right as you approach the exit.

Tricky Jump

A little further along the course is a steep hill with a ramp at the bottom. You will have to be extremely quick here to jump over the gap.



Your feet will only touch the ground briefly before you need to jump. This little jump can be very annoying and may take a while to master.

River Section

In this watery section you will find that you move fairly fast. Turning the corners may be a little tricky but you should not find this part too difficult. Keep your speed going as the finish line is not very far away.



Winning the Copper Pass

If you manage to get the first place cup for all these six tracks you will be awarded with the copper pass. This opens a new track and allows you access to a special snowboard.



64

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QUICKSAND VALLEY

Battle Race 7

This is the most difficult course you will encounter in this game. There are several different routes you can take to the finish, but the paths on the right seem to be slightly faster. There are also plenty of sharp corners and tricky obstacles to avoid.

Suspension Bridge

You will make plenty of noise as you cross this wooden bridge.

Just after the bridge the road forks and you should take the path on the right here.

Quicksand

There are patches of quicksand on

both the left and right paths here.

The best way to avoid disaster in these areas is to use a speed fan. If you do not have a fan to assist you keep as close to the right as possible or the sand will pull you over the edge.

Sand Wall

Try to keep your character in the centre of the track when you burst through the sand wall. There is a ramp waiting for you at the bottom of the hill so being in the middle of the track is important.

River

The river section is only small but

can slow you down considerably. Try to leap as far across the water as you can and then jump again and you should not slow down too much. The finish line is just around the corner



Winning the Silver Pass

If you manage to win the first place cup on this track you will receive the silver pass. You will now be able to compete on another new battle race course.



Start

Exit





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
Nintendo

Game type:
Origin:

Sports
Japan

Released:
Price:

Out now!
£49.99

SILVER MOUNTAIN

Battle Race 8

This course is difficult due to the fact that it is difficult to see where you are going. The turns are fairly sharp and the track will tend to thin in certain areas. Whilst most of the jumps are fairly simple there are a couple of gaps which you will need to jump over. These generally tend to be where you do not have much space for manoeuvring. The fog

makes every part of this course tricky but you can just about see what lies ahead. To win on this course you will need to use an alpine or all round board which will make the turns just slightly more difficult.

Jam Kuehnemund

Age: 10

Speed: ★★

Corner: ★★★

Trick: ★★★

After splitting up with Spoon, Jam turned to snowboarding, getting pose value by putting stripes of sunblock on his nose. Either that or he fell into a traffic cone.

Have I gone blind or does the entire course look like this!



Winning the Gold Pass

If you are the first snowboarder to cross the finish line you will be awarded with the Gold Pass. With this pass in your possession you will be able to compete on the last of the battle race tracks.



Start



The gold pass awaits any challenger who completes this course in first place.

NINJA LAND

Battle Race 9

This is the shortest course in the game but that does not mean that it is easy to win. This course is extremely fast and in order to win you will need to be on top form. There are a couple of tricky turns and a few jumps, but the speed is the only thing that matters on this track. In order to come in first place you will need to beat the resident ninja champion who is called Sinobin.

You will need to use an alpine

snowboard to increase your speed and you must not let the ninja get too far ahead. Use your power-ups wisely and with a little luck you may be able to win the gold cup.

Special Character

If you win this final battle race you will be awarded with a hidden character. The ninja Sinobin is faster than your current players and he has his very own special snowboards.

With the battle race mode completed you can now try the skill or time trial games at you leisure.



Tommy Parsy

Age: 10

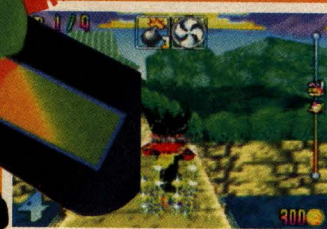
Speed: ★★★

Corner: ★

Trick: ★

Every game has to have a token fat bloke! The burger-munching Tommy's great bulk means he goes downhill like an avalanche, but steers about as well.

Cool! Fat snowboarders of the world unite.



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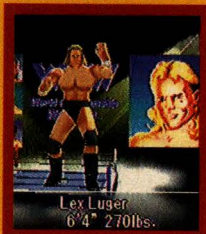
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WCW VS NWO WORLD TOUR

FOR SOME REASON, WRESTLERS ALWAYS SEEM TO SHOUT ALL THE TIME. SO HERES THE COMPLETE GUIDE!

LEX LUGER



A former American footballer (he played American football, not he was American and played football), Lex is the toughest fighter in the WCW. He has held two WCW tag-team titles and four WCW belts. His signature is the special Torture Rack move, which means you don't turn your back on him when his spirit meter is flashing!

Kicks And Punches

Crown Chop: B (close)
Knee Lift: B (far)
Chest Slap: Up, B (close)
Mid Kick: Up, B (far)
Spinning Roundhouse: Hold B
Drop Kick: Up, Hold B

Weak Grappling

(To Front)
Crown Bamboochop: A, A
Super Elbow: A, Up, A
Body Slam: A, Down, A
Hiplock Takedown: A, B
Skyscraper Backdrop: A, Up, B
Held Tombstone: A, Down, B

Strong Grappling

(To Front)
Power Slam: Hold A, A
BenchSlam: Hold A, Up, A
Manhattan Drop: Hold A, Down, A
Standing Clothesline: Hold A, B
Dynamic DDT: A, Up, Hold B
Dynamic Bomb: A, Down, Hold B

Weak Grappling

(To Rear)
Backbone Shiver: A, A
Shoulder Smash: A, B

Strong Grappling

(To Rear)
Forearm Mickey: Hold A, A
Back Breaker: Hold A, B

Whip To Ropes

High Body Toss: Hold A, D-pad towards ropes, C Down, A
Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A
Power Lift Body Slam: Hold A,

D-pad towards ropes, C Down, Hold A
Super Slam: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat

(Face Up)
Arm Wrench: Move near to head, A
Knee Crush: Move near to legs, A
Elbow Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Boston Crab: Move near to legs, A
Stomp: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
(Opponent Standing)
Diving Shoulder Block: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Corner Crunch: A, A
Aerial Brain Buster: Hold A, A
Diving Body Press: Hold A, Up, A

Special Moves

(When Spirit Meter Flashes)
Coconut Crush: Hold A, Move analogue stick (from the front)
Torture Rack: Hold A, Move analogue stick (from behind)

STING



A controversial, mysterious figure, Sting hails from Venice Beach, California – or at least, the real one does. Sting has found himself frequently challenged by imposters, including the current fake, 'Stink', formerly a wrestler called Cobra. Sting's signature is a mat move, the Scorpion Death Lock, which means if you find yourself on the deck, you'd better get up quick!

Kicks And Punches

Forearm Elbow: B (close)
Knee Kick: B (far)
Body Blow: Up, B (close)
Stomach Kick: Up, B (far)
Soccer Kick: Hold B
Stinger Punch: Up, Hold B

Weak Grappling

(To Front)
One Hand Hammer: A, A
Shoulder Drop: A, Up, A
Body Slam: A, Down, A
Headlock Takedown: A, B
Lifting Slam: A, Up, B
Back Buster: A, Down, B

Strong Grappling

(To Front)
Inside Side Buster: Hold A, A
Belly to Belly Suplex: Hold A, Up, A
Power Bomb: Hold A, Down, A
DDT: Hold A, B
Stinger Slam: Hold A, Up, B
Small Package Press: Hold A, Down, B

Weak Grappling

(To Rear)
Face Crusher: A, A
Back Drop: A, B

Strong Grappling

(To Rear)
Scorpion Death Drop: Hold A, A
Atomic Slam: Hold A, B

Whip To Ropes

Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, A
Back Breaker Slam: Hold A, D-pad towards ropes, C Down, Up, A
Tap Slam: Hold A, D-pad

towards ropes, C Down, Hold A
Manhattan Drop: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat

(Face Up)
Sleeper Hold: Move near to head, A
Scorpion Death Lock: Move near to legs, A
Stomp: B
(Face Down)
Camel Clutch: Move near to head, A
Leg Bar: Move near to legs, A
Smashing Blow: B

Turnbuckle and rope moves

(Opponent On Mat)
Flying Knee: Move into turnbuckle, C Down
(Opponent Standing)
Diving Clothesline: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Slam: A, A
Avalanche Suplex: Hold A, Up, A
Super Brain Buster: Hold A, A
Stinger Splash: D-pad towards turnbuckle, C Down, B

Special Moves (When Spirit Meter Flashes)

Power Jack: Hold A, Move Analogue Stick
German Suplex: Hold A, Move Analogue Stick (from behind)



Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

THQ
Asmik

Game type:
Origin:

Sports
US

Released:
Price:

Out now!
£54.99

GIANT



Giant became the youngest wrestler ever to hold the title of WCW World Heavyweight Champion soon after joining the organisation, and has toppled such well-known personalities as Ric Flair, Lex Luger and "Macho Man" Randy Savage. He recently impressed fans by winning the 60 man Battle Royal at WCW World War III, making good use of his signature Choke Slam and Choke Hold moves.

Kicks And Punches

Clubbing Forearm: B (close)
Big Boot: B (far)
Ham Bone: Up, B (close)
Stomach Stuff: Up, B (far)
Head Kick: Hold B
Super Kick: Up, Hold B

Weak Grappling

(To Front)
Head Butt: A, A
Giant Forearm: A, Up, A
Body Slam: A, Down, A
Elbow Crank: A, B
Standing Throw: A, Up, B
Neck Breaker: A, Down, B

Strong Grappling

(To Front)
Top Rope Clothesline: Hold A, A
Canadian Back Breaker: Hold A, Up, A
Double Arm Power Bomb: Hold

A, Down, A
Waist Sweep: Hold A, B
Choke Hold: Hold A, Up, B
Pile Driver: Hold A, Down, B

Weak Grappling

(To Rear)
Spine Tinger: A, A
Knee Breaker: A, B

Strong Grappling

(To Rear)
Inside Side Buster: Hold A, A
Giant Pain Rack: Hold A, B

Whip To Ropes

Overhead Toss: Hold A, D-pad towards ropes, C Down, A
Arm Bar Throw: Hold A, D-pad towards ropes, C Down, Up, A
Power Slam: Hold A, D-pad towards ropes, C Down, Hold A
Sleeper Hold: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat

(Face Up)
Choke: Move near to head, A
Leg Crush: Move near to legs, A
Falling Head Butt: B
(Face Down)
Camel Clutch: Move near to head, A
Leg Screw: Move near to legs, A
Giant Leg Drop: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Giant Splash: Move into turnbuckle, C Down
(Opponent Standing)
Double Fist Drop: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Sandwich: A, A
Giant Suplex: Hold A, A
Giant Swing Throw: Hold A, Up, A
Football Charge: D-pad towards turnbuckle, C Down, B

Special Moves (When Spirit Meter Flashes)

Choke Slam: Hold A, Move Analogue Stick
Drop German Suplex: Hold A, Move Analogue Stick (from behind)



SCOTT STEINER



Giant became the youngest wrestler ever to hold the title of WCW World Heavyweight Champion soon after joining the organisation, and has toppled such well-known personalities as Ric Flair, Lex Luger and "Macho Man" Randy Savage. He recently impressed fans by winning the 60 man Battle Royal at WCW World War III, making good use of his signature Choke Slam and Choke Hold moves.

Kicks And Punches

Elbow to Head: B (close)
Knee Kick: B (far)
Body Blow: Up, B (close)
Ricky Kick: Up, B (far)
Drop Kick: Hold B
Linebacker Lift: Up, Hold B

Weak Grappling

(To Front)
Forearm Smash: A, A
Fireman's Carry: A, Up, A
Shoulder Tackle: A, Down, A
Gut Wrench Suplex: A, B
Snap Suplex: A, Up, B
Shoulder Breaker: A, Down, B

Strong Grappling

(To Front)
Speedy Side Suplex: Hold A, A
Belly to Belly Suplex: Hold A, Up, A
Stud Driver Bomb: Hold A, Down, A
Front Suplex: Hold A, B
Belly to Back Suplex: Hold A,

Up, B
Screwdriver Power Slam: Hold A, Down, B

Weak Grappling

(To Rear)
Back Breaker: A, A
Throw German Suplex: A, B

Strong Grappling

(To Rear)
Stretch Slam: Hold A, A
Full Nelson Suplex: Hold A, B

Whip To Ropes

Overhead Toss: Hold A, D-pad towards ropes, C Down, A
Full Press Slam: Hold A, D-pad towards ropes, C Down, Up, A
Funky Steiner: Hold A, D-pad towards ropes, C Down, hold A
Frankensteiner Slam: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Dragon Sleeper: Move near to



head, A
Boston Crab: Move near to feet, A
Elbow Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Knee Lock: Move near to feet, A
Falling Elbow: B

Turnbuckle And Rope Moves (Opponent On Mat)

Flying Elbow: Move into turnbuckle, C Down
(Opponent Standing)
Double Fist: Move into turnbuckle, C Down
Turnbuckle Tackle: Run at ropes, Up, A

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Tackle: A, A
Avalanche Front Suplex: Hold A, A
Dragon Buster: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Suplex Pile Driver: Hold A, Move Analogue Stick
Grapple Doctor Bomb: Hold A, Move Analogue Stick (from behind)



Stein

WCW's NEW

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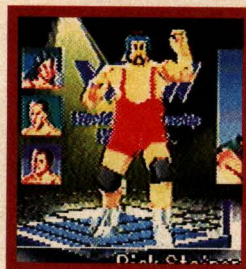
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WCW Vs NWO

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RICK STEINER



Rick Steiner, the second member of the Steiner tag-team, is known as 'Dog Face Gremlin', hence his rather dashing dog collar. Having apparently seen the Tyson/Holyfield fight, he sports some rather sensible wrestling headgear, and his signature move is the head-on Canadian Backbreaker. Not the sort of person you'd ask for a hug!

Kicks And Punches

Rough Elbow: B (close)
Knee Kick: B (far)
Hammer Punch: Up, B (close)
Soccer Kick: Up, B (far)
Shoulder Smash: Hold B
Bulldog Forearm: Up, Hold B

Weak Grappling

(To Front)
Bull Elbow: A, A
Bulldog Smash: A, Up, A
Lift Slam: A, Down, A
Head Lock Takedown: A, B
Shoulder Press Slam: A, Up, B
Shoulder Buster: A, Down, B

Strong Grappling

(To Front)
Side Breaker: Hold A, A
Steinerline: Hold A, Up, A
Inside Side Buster: Hold A, Down, A
Belly to Belly Suplex: Hold A, B
Canadian Backbreaker: Hold A, Up, B
Power Jack: Hold A, Down, B

Weak Grappling

(To Rear)
Back Bone Bull: A, A
Overhead Slam: A, B

Strong Grappling

(To Rear)
Dragon Suplex: Hold A, A
German Suplex: Hold A, B

Whip To Ropes

Shoulder Drop: Hold A, D-pad towards ropes, C Down, A
Power Slam: Hold

A, D-pad towards ropes, C Down, Up, A
Power Lift Body Slam: Hold A, D-pad towards ropes, C Down, Hold A
Spinning Backbreaker: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat

(Face Up)
Eye Gouge Submission: Move near to head, A
Boston Crab: Move near to feet, A
Elbow Drop: B (Face Down)
Camel Clutch: Move near to head, A
Knee Bar: Move near to feet, A
Falling Elbow: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
(Opponent Standing)
Flying Tackle: Move into turnbuckle, C Down
Pit Bull: Run at Ropes, Up, A

Throw Dazed Opponent Into Turnbuckle

Pit Bull: A, A
Avalanche Suplex: Hold A, A
Steiner Suplex: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Power Bomb: Hold A, Move Analogue Stick
Drop German Suplex: Hold A, Move Analogue Stick (from behind)

Eeee I'm dead 'ard me, look I'm wearing a black leather jacket and everything. Grrr.

RICK FLAIR



Ric, the oldest wrestler in the WCW, is also the first ever environmentally friendly combatant. Either that or the first nudist wrestler – his nickname is 'Nature Boy'. Ric is known for his flashy entrances and his shock of white hair, and despite his age, is one of the most fearsome wrestlers on the circuit, with his signature Flying Knee Drop and Figure Four Leg Lock.

Kicks And Punches

Straight Fist: B (close)
Kick: B (far)
Throat Chop: Up, B (close)
Knee Kick: Up, B (far)
Spinning Punch: Hold B
Drop Kick: Up, hold B

Weak Grappling

(To Front)
Flair Punch: A, A
Forearm Smash: A, Up, A
Snap Mare: A, Down, A
Elbow Smash: A, B
Aerial Brain Buster: A, Up, B
Pile Driver: A, Down, B

Strong Grappling

(To Front)
Flying Major: Hold A, A
Revolution Takedown: Hold A, Up, A
Brain Buster: Hold A, Down, A
Double Arm Suplex: Hold A, B

Vertical Brain Buster: Hold A, Up, B
Small Package Press: Hold A, Down, B

Weak Grappling

(To Rear)
Back Drop: A, A
Knee Breaker: A, B

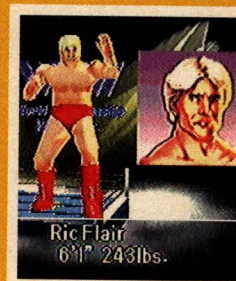
Strong Grappling

(To Rear)
Atomic Drop: Hold A, A
Abdominal Stretch: Hold A, A

Whip To Ropes

Shoulder Toss: Hold A, D-pad towards ropes, C Down, A
Arm Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A
Manhattan Drop: Hold A, D-pad towards ropes, C Down, Hold A
Fireman's Carry: Hold A, D-pad towards ropes, C Down, Up, Hold A

ULTIMO DRAGON



Ultimo Dragon originally lived in Japan, country of his birth, but he moved to Mexico to become a top wrestler in the WCW. His claim to fame is that he was at one time the holder of no less than nine title belts (making you wonder just how many there are!). Coming from Japan, Hollywood's home of martial arts, Ultimo has a talent for kicks and aerial moves, and his devastating signature is the Dragon Sleeper.

Kicks And Punches

Karate Punch: B (close)
Karate Kick: B (far)
Karate Chop: Up, B (close)
Roundhouse: Up, B (far)
Drop Kick: Hold B
Reverse Spinning Drop Kick: Up, Hold B

Weak Grappling

(To Front)
European Upper Cut: A, A
Snap Mare: A, Up, A
Body Drop Takedown: A, Down, A
Arm Whip Elbow: A, B
Snap Suplex: A, Up, B
Ultimodriver: A, Down, B

Strong Grappling

(To Front)
Side Suplex: Hold A, A
Vertical Brain Buster: Hold A, Up, A
Tombstone: Hold A, Down, A
Drop DDT: Hold A, B

It might look like a Roman orgy, but it's a valid wrestling move.





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

THQ
Asmik

Game type:
Origin:

Sports
US

Released:
Price:

Out now!
£54.99

Opponent On Mat

(Face Up)

Eye Gouge Submission: Move near to head, A

Figure Four Leg Lock: Move near to feet, A

Elbow Drop: B

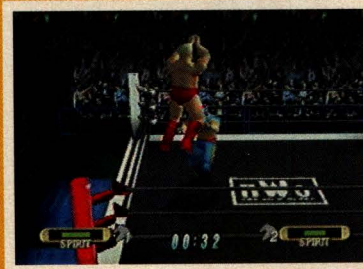
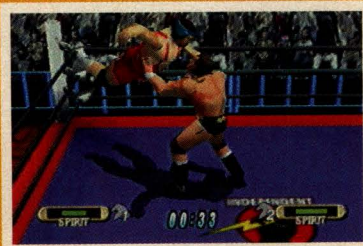
(Face Down)

Camel Clutch: Move near to head, A

Cobra Twist: Move near to feet, A

Falling Elbow: B

You'll soon be doing this to your opponents with the help of this guide. Not bad.



Turnbuckle And Rope Moves

(Opponent On Mat)

Flying Knee: Move into

turnbuckle, C Down

Flying Flair: Move into

turnbuckle, C Down

(Opponent Standing)

Double Axe Handle: Move into

turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Throat Chop: A, A

Turnbuckle Shoulder Ram: Hold A,

A, A

Riding Punch: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

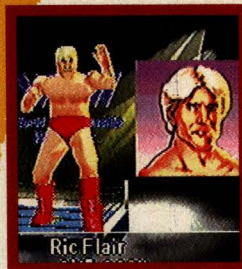
Sucker Punch: Hold A, Move

Analogue Stick

Command Performance: Hold A,

Move Analogue Stick (from behind)

DEAN MALENKO



Dean is the son of the late, lamented Professor Boris Malenko, a major wrestling star of the sixties and seventies, and as such grew up with wrestling as a major influence on his life. Following in his father's footsteps, Dean can counter any move he comes up against, and has a few surprises of his own, like his innovative signature move, the Texas Cloverleaf mat technique.

Kicks And Punches

Elbow Smash: B (close)

Sharp Low Kick: B (far)

Hooked Slap: Up, B (close)

Middle Kick: Up, B (far)

Low Drop Kick: Hold B

High Drop Kick: Up, Hold B

Weak Grappling

(To Front)

Forearm Smash: A, A

Snap Mare: A, Up, A

Body Slam: A, Down, A

Reverse Arm Bar: A, B

Brainbuster to Bodyslam: A, Up, B

Pile Driver: A, Down, B

Strong Grappling

(To Front)

Double Arm Suplex: Hold A, A

Fireman's Drop: Hold A, Up, A

Power Slam: Hold A, Down, A

Bryant Suplex: Hold A, B

Vertical Brain Buster: Hold A, Up, B

Small Package Press: Hold A, Down, B

Weak Grappling

(To Rear)

Spinning Back Drop: A, A

Reverse Back Breaker: A, B

Strong Grappling

(To Rear)

Abdominal Stretch: Hold A, A

German Suplex: Hold A, B

Whip To Ropes

Leg Whip: Hold A, D-pad

towards ropes, C Down, A

Body Toss: Hold A, D-pad

towards ropes, C Down, Up, A

Spinning Back Breaker: Hold A,

D-pad towards ropes, C Down, Hold A

Leg Lariat: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat

(Face Up)

Arm Bar: Move near to head, A

Texas Cloverleaf: Move near to feet, A

Stomp: B

(Face Down)

Camel Clutch: Move near to head, A

Side Surfboard Stretch: Move near to feet, A

Falling Elbow: B

Turnbuckle And Rope Moves

(Opponent On Mat)

Flying Elbow: Move into

turnbuckle, C Down

(Opponent Standing)

Missile Kick: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Corner Maul: A, A

Avalanche Suplex: Hold A, A

Falling Reverse Suplex: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Double Arm Power Bomb: Hold

A, Move Analogue Stick

Tiger Suplex: Hold A, Move

Analogue Stick (from behind)



Belly to Back Suplex: Hold A, Up, B
Grapple Doctor Bomb: Hold A, Down, B

Weak Grappling

(To Rear)

Reverse Back Breaker: A, A

Savage Kick: A, B

Strong Grappling

(To Front)

German Suplex: Hold A, A

Maya Crossarm Suplex: Hold A, B

Whip To Ropes

Shoulder Carry: Hold A, D-pad

towards ropes, C Down, A

Leg Whip: Hold A, D-pad towards

ropes, C Down, Up, A

Leg Lariat: Hold A, D-pad towards

ropes, C Down, Hold A

Helicopter Back Breaker: Hold A,

D-pad towards ropes, C Down, Up,

Hold A

Opponent On Mat

(Face Up)

Dragon Sleeper: Move near to

head, A

Dragon Stretch: Move near to

feet, A

Sunset Flip Drop: B

(Face Down)

Camel Clutch: Move near to

head, A
Surfboard Stretch: Move near to feet, A
Heel Stomp: B

Turnbuckle And Rope Moves

(Opponent On Mat)

Cancun Tornado: Move into

turnbuckle, C Down

(Opponent Standing)

Spinning Dragon Kick: Move into

turnbuckle, C Down

Asai Moonsault: Run at ropes,

Up, A

Throw Dazed Opponent Into Turnbuckle

Karate Chop: A, A

Suplex: Hold A, A

Dragonsteiner: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Running Power Bomb: Hold A,

Move Analogue Stick

La Mahistral: Hold A, Move

Analogue Stick (from behind)



EDDY GUERRERO



Eddy Guerrero comes from the li'l ol' state of Texas, El Paso to be exact. His fast, dangerous and devil-may-care ring acrobatics have made audiences quickly warm to him, and his mat-wrestling prowess ranks with the best of them. Eddy's most useful trait is his ability at adapting to counter practically any fighting style, and he can often be seen finishing opponents with his signature Frog Splash move.

Kicks And Punches

Chop: B (close)
Mid Kick: B (far)
Straight Punch: Up, B (close)
Knee Kick: Up, B (far)
Super Kick: Hold B
Drop Kick: Up, Hold B

Weak Grappling

(To Front)
Face Rake: A, A
Snap Mare: A, Up, A
Body Slam: A, Down, A
Arm Drag Smash: A, B
Snap Suplex: A, Up, B
Shoulder Breaker: A, Down, B

Strong Grappling

(To Front)
Overhead Toss: Hold A, A
Vertical Brain Buster: Hold A, Up, A
Piledriver: Hold A, Down, A

Belly To Back Suplex: Hold A, B
Frankensteiner: Hold A, Up, B
Power Bomb: Hold A, Down, B

Weak Grappling

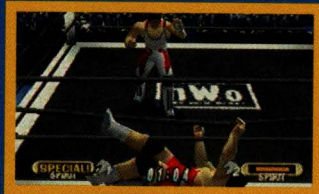
(To Rear)
Back Drop: A, A
Stampede: A, B

Strong Grappling

(To Rear)
Reverse Brainbuster: Hold A, A
German Suplex: Hold A, B

Whip To Ropes

Arm Drag Takedown: Hold A, D-pad



towards ropes, C Down, A
Body Toss: Hold A, D-pad towards ropes, C Down, Up, A
Satellite Scissors: Hold A, D-pad towards ropes, C Down, Hold A
Leg Lariat: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat

(Face Up)
Knee Drop: Move near to head, A
Leg Crush: Move near to feet, A
Frog Flip: B
(Face Down)
Camel Clutch: Move near to head, A
Knee Stretch: Move near to feet, A
Boot Stomp: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Frog Splash: When opponent is square with turnbuckle, move into it, C Down
Diving Head Butt: Move into

turnbuckle, C Down
(Opponent Standing)
Top Rope Clothesline: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Riding Punch: A, A
Top Rope Frankensteiner: Hold A, A
Avalanche DJ Bomb: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

DJ Bomb: Hold A, Move Analogue Stick
Full Nelson Suplex: Hold A, Move Analogue Stick (from behind)



REY MYSTERIO JR



With his colourful costume and Spiderman-like mask, Rey Mysterio Jr couldn't be anything other than an astounding acrobat. Opponents know better than to challenge Rey near the ropes, one of his favourite places to attack from, and he's not afraid to risk everything in crazy attacks that more often than not pay off. Rey's signature is his special attack move, the Hurricanrana Pin.

Kicks And Punches

Forearm Punch: B (close)
Roundhouse: B (far)
Kenpo Punch: Up, B (close)
Mid Kick: Up, B (far)
Spinning Reverse Doping Kick: Hold B
Drop Kick: Up, Hold B

Weak Grappling

(To Front)
Forearm Smash: A, A
Snap Mare: A, Up, A
Falling Arm-Drags: A, Down, A
Elbow Grease: A, B
Cyclone Spin: A, Up, B
Screwdriver Slam: A, Down, B

Strong Grappling

(To Front)
Spinning Foot Lock: Hold A, A
Reverse Hurricane: Hold A, Up, A
Head Spin Flip: Hold A, Down, A
Suplex Press: Hold A, B
Hurricane Pin: Hold A, Up, B

Small Package Press: Hold A, Down, B

Weak Grappling

(To Rear)
Spinning Mule Kick: A, A
Face Crusher: A, B

Strong Grappling

(To Rear)
Reverse Hurricane Pin: Hold A, A
Cancun Flip: Hold A, B

Whip To Ropes

Leg Trip: Hold A, D-pad towards ropes, C Down, A
Overhead Toss: Hold A, D-pad towards ropes, C Down, Up, A
Leg Lariat: Hold A, D-pad towards ropes, C Down, Hold A
Spinning Back Breaker: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat

(Face Up)
Side Headlock: Move near to

head, A
Spinning Knee Crush: Move near to legs, A
Body Flip: B
(Face Down)
Camel Clutch: Move near to head, A
Leg Lock: Move near to legs, A
Falling Elbow: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Sunset Pin: When opponent is square with turnbuckle, move into turnbuckle, C Down
Cancun Tornado: Move into turnbuckle, C Down
(Opponent Standing)
Tope Con Hero: Move into

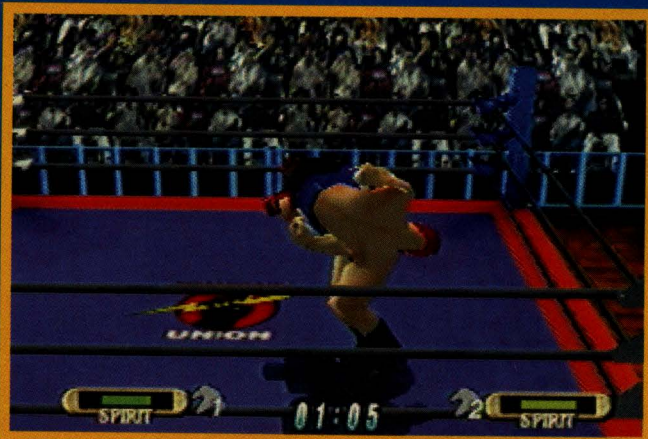
turnbuckle, C Down
Cyclone Splash: Run at Ropes, Up, A

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Tackle: A, A
Turnbuckle Punch: A, B
Flying Mysterio: Hold A, A
Flying DDT: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Power Jack: Hold A, Move Analogue Stick
Hurricanrana Pin: Hold A, Move Analogue Stick (from behind)





CHRIS BENOIT



Originating from Edmonton, Alberta, Chris Benoit is nicknamed 'Crippler' (nice!). He's not been with the WCW long, but has already gained an alliance with the infamous Four Horsemen and the respect of his peers. Quick and deadly, wrestlers would be wise to keep an eye out for Chris's signature move, the Diving Headbutt, otherwise they'll find themselves flat on the mat for a quick nap.

Kicks And Punches

Body Elbow: B (close)
Knee Kick: B (far)
Chest Slap: Up, B (close)
Karate Kick: Up, B (far)
Shoulder Charge: Hold B
Drop Kick: Up, Hold B

Weak Grappling

(To Front)
Flying Forearm: A, A
Head Butt: A, Up, A
Body Slam: A, Down, A
Spinal Elbow: A, B
Snap Suplex: A, Up, B
Double Arm Power Bomb: A, Down, B

Strong Grappling

(To Front)
Gut Wrench Suplex: Hold A, B
Twist Back Drop: Hold A, Up, A
Held Tombstone: Hold A, Down, A
Standing Clothesline: Hold A, B
Belly to Belly Press: Hold A, Up, B
Power Bomb Press: Hold A, Down, B

Weak Grappling

(To Rear)
Reverse Back Breaker: A, A
Side Suplex: A, B

Strong Grappling

(To Rear)
Reverse Brain Buster: Hold A, A
German Suplex: Hold A, B

Whip To Ropes

Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, A
Monkey Flip: Hold A, D-pad towards ropes, C Down, Up, A
Body Toss: Hold A, D-pad towards ropes, C Down, Hold A



Side Buster Spin: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat

(Face Up)
Side Headlock: Move near to head, A
Boston Crab: Move near to legs, A
Stomp: B
(Face Down)
Camel Clutch: Move near to head, A
Leg Lock: Move near to legs, A
Elbow Drop: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Diving Headbutt: Move into turnbuckle, C Down
(Opponent Standing)
Guillotine Drop: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Corner Crunch: A, A
Turnbuckle Pike: A, B
Avalanche Suplex: Hold A, A
Dragonsteiner: Hold A, B

Special Moves (When Spirit Meter Flashes)

Power Jack: Hold A, Move Analogue Stick
Full Nelson Suplex: Hold A, Move Analogue Stick (from behind)



STEVEN REGAL



Not a popular wrestler amongst his colleagues or with the fans as a result of his pompous manner, Regal appears to be trying to live up to his name. He won't sign autographs and believes himself to be one of the finest wrestlers in the WCW, if not the world. His signature move is the appropriately named Regal Stretch, because for anyone to really think of Steven as regal would be a real stretch of the imagination.

Kicks And Punches

Peasant Slap: B (close)
Mid Kick: B (far)
Peon Punch: Up, B (close)
Low Kick: Up, B (far)
Drop Kick: Hold B
Reverse Kick: Up, Hold B

Weak Grappling

(To Front)
European Uppercut: A, A
Snap Mare: A, Up, A
Body Slam: A, Down, A
Hiplock Takedown: A, B
Neck Breaker: A, Up, B
Holding Arm Lock: A, Down, B

Strong Grappling

(To Front)
Chicken Wing Suplex: Hold A, A
Aerial Brain Buster: Hold A, Up, A
Shoulder Slide Press: Hold A, Down, A
Belly to Belly Suplex: Hold A, B
Arm Breaker: Hold A, Up, B
Regal Roll: Hold A, Down, B

Weak Grappling

(To Rear)
Back Drop: A, A
Back Breaker: A, B

Strong Grappling

(To Rear)
Abdominal Stretch: Hold A, A
German Suplex: Hold A, B

Whip To Ropes

Overhead Drop: Hold A, D-pad towards ropes, C Down, A
Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A
Cross Arm Bar: Hold A, D-pad towards ropes, C Down, Hold A
Spinning Back Breaker: Hold A, D-pad towards ropes, C Down, Up,

Remember

Kids, smoking cigars is stupid, and so is getting tattoos, wearing yellow lycra and having a big-ass perm. Worse still is putting all these things together.

Hold A

Opponent On Mat

(Face Up)
Reverse Head Lock: Move near to head, A
Regal Stretch: Move near to legs, A
Knee Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Side Surfboard Stretch: Move near to legs, A
Royal Stomp: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
(Opponent Standing)
Double Hammer Hand: Move into turnbuckle, C Down

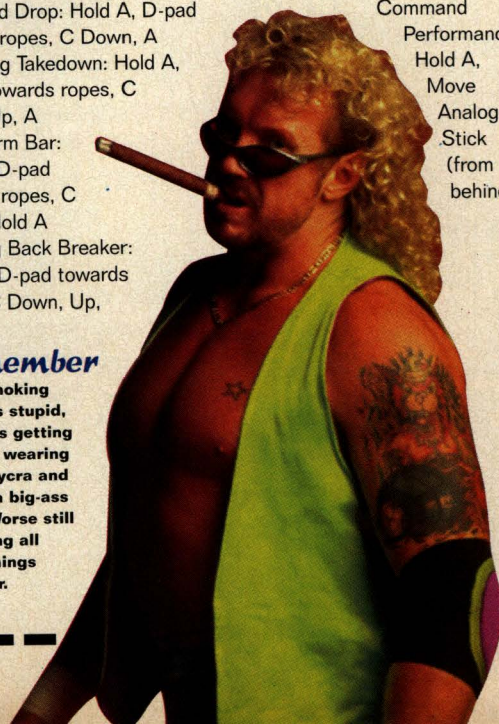
Throw Dazed Opponent Into Turnbuckle

Turnbuckle Beating: A, A
Pub Brawl: A, B
Avalanche Brain Buster: Hold A, A
Avalanche Suplex: Hold A, B

Special Moves (When Spirit Meter Flashes)

Power Bomb: Hold A, Move Analogue Stick

Command Performance:
Hold A, Move Analogue Stick (from behind)



Steven Regal
WCW VS NWO
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Standard Moves (All Wrestlers)

Counter: R

Shoulder Charge: C Down, B

Running Attack: Move D-pad towards ropes, C Down, B

Unless indicated otherwise, the tap the buttons in the indicated sequence. When a longer press is required the controls will be flagged with the word 'hold'.

(See manual if you're not sure how this works).

HOLLYWOOD HOGAN

Love him or hate him, Hulk Hogan is probably the most famous wrestler in the world today, although many people might be surprised to learn that he actually is a wrestler. As leader of the NWO, the new-style 'Hollywood' Hogan dresses in black, doesn't shave, and terrorises other wrestlers with threats of guest roles in Thunder In Paradise. His signature move is the decidedly unpleasant Top Rope Stinky Leg Drop.

Kicks And Punches

Uppercut: B (close)

Knee Kick: B (far)

Body Blow: Up, B (close)

Cruiser Kick: Up, B (far)

Python Punch: Hold B

Hollywood Kick: Up, hold B

Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A

Hulk Bomber: Hold A, D-pad towards ropes, C Down, hold A

Sleeper Hold: Hold A, D-pad towards ropes, C Down, Up, hold A

Weak Grappling

(To Front)

Headlock Punch: A, A

Body Slam: A, Up, A

Knee Butt: A, Down, A

Hiplock Takedown: A, B

Armlock Smash: A, Up, B

Pile Driver: A, Down, B

Opponent On Mat

(Face Up)

Side Headlock: Move near to head, A

Leg Crusher: Move near to legs, A

Leg Drop: B

(Face Down)

Camel Clutch: Move near to head, A

Boston Crab: Move near to legs, A

Elbow Drop: B

Turnbuckle And Rope Moves

(Opponent On Mat)

Top Rope Stinky Leg Drop: Move into turnbuckle, C Down

(Opponent Standing)

Hulk Hammer: Move into turnbuckle, C Down

Weak Grappling

(To Rear)

Backdrop: A, A

Atomic Knee: A, B

Strong Grappling

(To Rear)

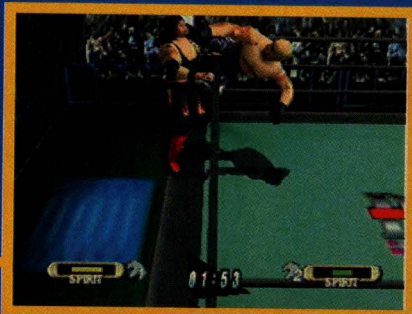
Chicken Wing Stretch:

Hold A, A

Hogan Back Breaker: Hold A, B

Whip To Ropes

Shoulder Lift: Hold A, D-pad towards ropes, C Down, A

**Special Moves (When Spirit Meter Flashes)**

Choke Hold: Hold A, move analogue stick
Reverse Small Package Press: Hold A, move analogue stick (from behind)

STING

No, Sting isn't earning some cash on the side wrestling for two different federations. This Sting is actually a fake, a wrestler who used to be known as Cobra. For reasons best known only to themselves (although they can't be honest) the NWO has set up Cobra as a pretender to the real Sting. Confused? You should be. To make matters worse, this Sting has the real Sting's signature move, the Scorpion Death Lock.

Kicks And Punches

Ear Elbow: B (close)

Knee Kick: B (far)

Crown Knuckle: Up, B (close)

Soccer Kick: Up, B (far)

Drop Kick: Hold B

Stinger Punch: Up, hold B

Weak Grappling

(To Front)

Hammer Punch: A, A

Shoulder Carry: A, Up, A

Body Slam: A, Down, A

Headlock Sweep: A, B

Lifting Slam: A, Up, B

Back Buster: A, Down B

Strong Grappling

(To Front)

Inside Side Buster: Hold A, A

Belly to Belly Suplex: Hold A, Up, A

Power Bomb: Hold A, Down, A

DDT: Hold A, B

Vertical Brain Buster: Hold A, Up, B

Small Package Press: Hold A, Down, B

Weak Grappling

(To Rear)

Face Crusher: Hold A, A

Backdrop: Hold A, B

Strong Grappling

(To Rear)

Scorpion Death Drop: A, A

Throw German Suplex: A, B

Whip To Ropes

Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, A

Shoulder Slam: Hold A, D-pad towards ropes, C Down, Up, A

Power Lift Body Slam: Hold A, D-pad towards ropes, C Down,

hold A

Manhattan Drop: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)

Side Headlock: Move near to head, A

Scorpion Death Lock: Move near to legs, A

Stomp: B

(Face Down)

Camel Clutch: Move near to head, A

Leg Lock: Move near to legs, A

Crushing Knee: B

Turnbuckle And Rope Moves (Opponent On Mat)

Flying Knee: Move into turnbuckle, C Down

(Opponent Standing)

Diving Clothesline: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Slam: A, A

Avalanche Suplex: Hold A, A

Super Brain-Buster: Hold A, Up, A

Stinger Splash: Move D-pad, C Down, B

Special Moves (When Spirit Meter Flashes)

Power Jack: Hold A, move analogue stick

German Suplex: Hold A, move analogue stick (from behind)





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

THQ
Asmik

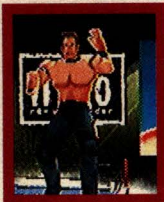
Game type:
Origin:

Sports
US

Released:
Price:

Out now!
£54.99

BUFF BAGWELL



Former WCW Rookie of the Year and three times WCW World Tag Team Champion, Marcus 'Buff' Bagwell has chosen to turn his back on the people who gave him a start in his career as a wrestler, throwing his lot in with the NWO. Buff is at home in any arena, and opponents would be wise to steer clear of the ropes or feel the might of his Manhattan Drop signature move.

Kicks And Punches

Crown Elbow: B (close)
Knee Kick: B (far)
Chest Chop: Up, B (close)
Karate Kick: Up, B (far)
Low Drop Kick: Hold B
Bionic Punch: Up, hold B

Weak Grappling

(To Front)
Elbow Smash: A, A
One-Handed Hammer Blow: A, Up, A
Body Slam: A, Down, A
Arm-Drag Elbow: A, B
Snap Suplex: A, Up, B
Power Slam: A, Down, B

Strong Grappling

(To Front)

Neck Breaker: Hold A, A
Standing Clothesline: Hold A, Up, A
Tilt-a-Whirl Piledriver: Hold A, Down, A
DDT: Hold A, B
Reverse Karate Kick: Hold A, Up, B
Small Package Press: Hold A, Down, B

Weak Grappling

(To Rear)

Backdrop: A, A
Reverse Clothesline: A, B

Strong Grappling

(To Rear)

Sleeper Hold: Hold A, A
German Suplex: Hold A, B

Whip To Ropes

Shoulder Drop: Hold A, D-pad towards ropes, C Down, A

Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A
Power Lift Body Slam: Hold A, D-pad towards ropes, C Down, hold A
Manhattan Drop: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)

Knee Drop: Move near to head, A
Target Drop: Move near to legs, A
Falling Elbow: B
(Face Down)
Camel Clutch: Move near to head, A
Knee Wrench: Move near to legs, A
Super Stomp: B

Turnbuckle And Rope Moves

(Opponent On Mat)

Flying Elbow: Move into

turnbuckle, C Down
(Opponent Standing)
Somersault Splash: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Rampage: A, A
Super Plex: Hold A, A
Bionic Brain-Buster: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Fisherman's Suplex: Hold A, move analogue stick
Grapple Doctor Bomb: Hold A, move analogue stick (from behind)



ERIC BISCHOFF



Eric began his career in wrestling in the area of management, of all things, working as general manager and executive vice-president of the WCW. After creating WCW Monday Nitro Live On TNT, Bischoff decided to join the New World Order, assisting them in their bid to dominate the WCW. Whether battling in the boardroom or in the ring, Eric is a fearsome opponent, and his signature Headlock Punch and Face Rake moves are a dangerous combination.

Kicks And Punches

Flail Fist: B (Close)
Groin Kick: B (Far)
Punch: Up, B (Close)
Stomach Kick: Up, B (Far)

High Kick: Hold B
Wind-Up Punch: Up, hold B

Weak Grappling

(To Front)

Facial: A, A

Face Rake: A, Up, A
Elbow Drop: A, Down, A
Headlock Sweep: A, B

Strong Grappling

(To Front)

Headlock Punch: Hold A, B
Small Package Press: Hold A, B

Weak Grappling

(To Rear)

Forearm Smash: A, A

Strong Grappling (To Rear)

Back Kick: Hold A, A

Whip To Ropes

Shoulder Drop: Hold A, D-pad towards ropes, C Down, A
Shoulder Lift: Hold A, D-pad towards ropes, C Down, Up, A
Sleeper Hold: Hold A, D-pad towards ropes, C Down, hold A

Opponent On Mat

(Face Up)

Eye Gouge Submission: Move near to head, A
Leg Crush: Move near to feet, A
Stomp: B
(Face Down)
Camel Clutch: Move near to head, A
Leg Twist: Move near to feet, A
Elbow Drop: B

Turnbuckle And Rope Moves

(Opponent On Mat)

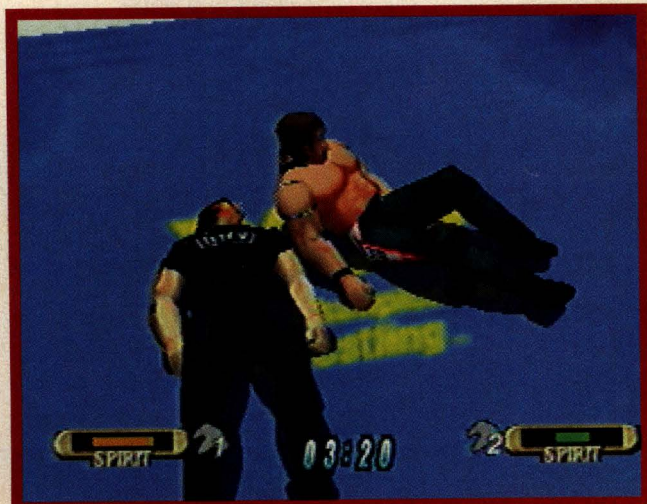
Crowd Taunt: Move into turnbuckle, C Down
(Opponent Standing)
Crowd Taunt: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Tackle: A, A

Special Moves (When Spirit Meter Flashes)

Spinning Takedown: Hold A, move analogue stick
Sneaky Sleeper: Hold A, move analogue stick (from behind)



Stevie Nwo

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SCOTT NORTON



Scott Norton is huge. His weight is his biggest advantage, and he makes good use of it, as other wrestlers are well aware. Getting hit by a clothesline from Scott is comparable to getting hit by an express train, and just as messy. Scott puts paid to the rumour that all fat people are jolly, and any wrestler who thinks otherwise is soon swayed by Scott's signature move, the Shoulder Breaker.

Kicks And Punches

Blast Punch: B (close)
Kick: B (far)
Blast Chop: Up, B (close)
Knee Kick: Up, B (far)
Forearm Smash: Hold B
Shoulder Charge: Up, hold B

Weak Grappling

(To Front)
Forearm Club: A, A
Elbow Spike: A, Up, A
Body Slam: A, Down, A
Neck Breaker: A, B
Norton Suplex: A, Up, B
Shoulder Breaker: A, Down, B

Strong Grappling

(To Front)
Standing Clothesline: Hold A, A
Power Lift Slam: Hold A, Up, A
Power Slam: Hold A, Down, A
DDT: Hold A, B
Choke Hold: Hold A, Up, B
Power Bomb: Hold A, Down, B

Weak Grappling

(To Rear)
Back Blow: A, A
Back Drop A, B

Strong Grappling

(To Rear)
Throw German Suplex:
Hold A, A
Doctor Bomb: Hold A, B

Whip To Ropes

Shoulder Drop: Hold A, D-pad towards ropes, C Down, A
Arm-Drag Taken-down: Hold A, D-pad towards ropes, C Down, Up, A



Power Slam: Hold A, D-pad towards ropes, C Down, hold A
Shoulder Slam: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Dragon Sleeper: Move near to head, A
Boston Crab: Move near to feet, A
Elbow Drop: B (Face Down)
Camel Clutch: Move near to head, A
Leg Lock: Move near to feet, A
Knee Drop: B

Turnbuckle And Rope Moves (Opponent On Mat)

Flying Elbow: Move into turnbuckle, C Down (Opponent Standing)
Shoulder Tackle: Move into turnbuckle, C Down

Throw dazws opponent into Turnbuckle

Open Hand Punch: A, A
Suplex: Hold A, A
Avalanche Suplex: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Power Bomb: Hold A, move analogue stick
Back Drop Suplex: Hold A, move analogue stick (from behind)



KEVIN NASH



At seven foot one in height, Kevin Nash is tall, even for a wrestler. One half of NWO tag-team The Outsiders, he has apparently got a sharp wit and is intelligent with it. Kevin enjoys a joke, but when it comes to wrestling he's all business, and it's a brave opponent indeed who gets on the wrong end of his signature Jackknife Power Bomb move – a brave opponent, or a stupid one.

Kicks And Punches

Wimp Slap: B (close)
Stomach Kick: B (far)
Thunder Punch: Up, B (close)
Knee Kick: Up, B (far)
Thunder Kick: Hold B
Haymaker: Up, hold B

Weak Grappling

(To Front)
Elbow Smash: A, A
One-Handed Hammer Blow: A, Up, A
Bruisin' Body Slam: A, Down, A
Headlock Sweep: A, B
Suplex to Body Slam: A, Up, B
Knee Butt: A, Down, B

Strong Grappling

(To Front)
Standing Clothesline: Hold A, A
Top Rope Clothesline: Hold A, Up, A
Shoulder Breaker: Hold A, Down, A
Side Buster: Hold A, B
Bryant Suplex: Hold A, Up, B
Power Slam: Hold A, Down, B

Weak Grappling

(To Rear)
Spine Buster: A, A
Knee Crush: A, B

Strong Grappling

(To Rear)
Back Breaker: Hold A, A
Sleeper Hold: Hold A, B

Whip To Ropes

Shoulder Drop: Hold A, D-pad towards ropes, C Down, A
Body Toss: Hold A, D-pad towards ropes, C Down, Up, A
Running Power Slam: Hold A, D-pad towards ropes, C Down,

hold A
Choke Slam: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Surfboard: Move near to head, A
Knee Crusher: Move near to feet, A
Elbow Drop: B (Face Down)
Camel Clutch: Move near to head, A
Leg Lock: Move near to feet, A
Boot Stomp: B

Turnbuckle And Rope Moves

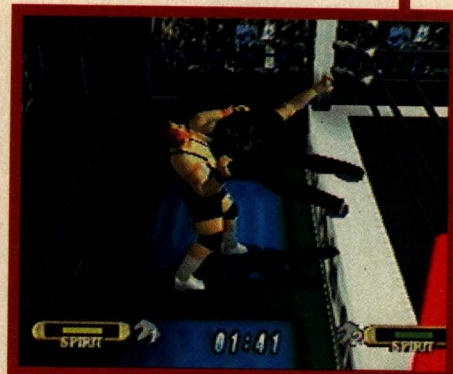
(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down (Opponent Standing)
Double Axe Handle: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Rumble: A, A
Bully Beat: A, B
Top Rope Brain Buster: Hold A, A
Top Rope Suplex: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Jackknife Power Bomb: Hold A, move analogue stick
Trash Compactor: Hold A, move analogue stick (from behind)





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

THQ
Asmik

Game type:
Origin:

Sports
US

Released:
Price:

Out now!
£54.99

SCOTT HALL



The other half of NWO tag-team sensations The Outsiders, Scott Hall is credited with the founding of the NWO. He's cool, or a complete pillock, depending on how you feel about people who wear sunglasses when they're inside. If it's the latter, you probably won't feel like telling the man to his face, because at six foot seven Scott cuts quite a menacing figure, and his signature Pinning Outsider's Edge move is decidedly nasty!

Kicks And Punches

Rabbit Punch: B (close)
Kick: B (far)
Body Blow: Up, B (close)
Knee Kick: Up, B (far)
Hellion Kick: Hold B
Crossfire Fist: Up, hold B

Weak Grappling

(To Front)
Forearm Smash: A, A
Eye Gouge: A, Up, A
Body Slam: A, Down, A
Elbow Smash: A, B
Waterwheel Drop: A, Up, B
Pile Driver: A, Down, B

Strong Grappling

(To Front)
Standing Clothesline: Hold A, A
Cross-Body Flip Slam: Hold A,

Up, A
Tiger Suplex: Hold A, Down, A
Manhattan Drop: Hold A, B
Bryant Suplex: Hold A, Up, B
Power Bomb: Hold A, Down, B

Weak Grappling

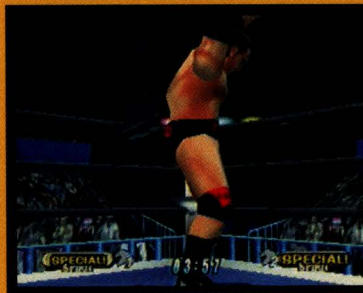
(To Rear)
Spine Stunner: A, A
Back Drop: A, B

Strong Grappling

(To Rear)
Throw German Suplex: Hold A, A
Body Rack: Hold A, B

Whip To Ropes

Shoulder Drop: Hold A, D-pad
towards ropes, C Down, A
Arm-Drag Takedown: Hold A, D-
pad towards ropes, C Down, Up, A
Sleeper Hold: Hold A, D-pad



Camel Clutch: Move near to head, A
Boston Crab: Move near to feet, A
Elbow Drop: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Flying Knee: Move into turnbuckle, C Down
(Opponent Standing)
Diving Axe Handle: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Corner Crunch: A, A
Avalanche Suplex: Hold A, A
Top Rope Outsider's Edge:

Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Pinning Outsider's Edge: Hold A, move analogue stick
Grapple Doctor Bomb: Hold A, move analogue stick (from behind)

SYXX



Not to be confused with the fast-talking diminutive character from the US sitcom Blossom, Syxx is a dangerous-looking biker dude from the wrong side of the tracks (don't know what that means, but it sounds good). With a black belt in Tae Kwon Do, Syxx's kicks make other wrestlers wary. The only thing more fearsome than his kicks, is Syxx's signature move, the Standing Buzz Killer.

Kicks And Punches

Crown Elbow: B (close)
Side Kick: B (far)
Cruise Chop: Up, B (close)
Knee Kick: Up, B (far)
Flash Kick: Hold B
Spinning Leg Drop: Up, hold

Weak Grappling

(To Front)
Forearm: A, A
Snap Mare: A, Up, A
Body Slam: A, Down, A
Arm Lock Smash: A, B
Snap Suplex: A, Up, B
Pile Driver: A, Down, B

Strong Grappling

(To Front)
Overhead Slam: Hold A, A
Flying Guillotine: Hold A, Up, A
Inverted Pile Driver: Hold A, Down, A
Spinning Savate Kick: Hold A, B
Buzz Kill Bomb: Hold A, Up, B
Belly To Belly Suplex: Hold A, Down, B

Strong Grappling

(To Rear)
Spine Stunner: A, A
Back Drop: A, B

Weak Grappling

(To Rear)
Standing Buzz Killer: Hold A, A
German Suplex: Hold A, B

Whip To Ropes

Scissors Trip: Hold A, D-pad
towards ropes, C Down, A
Arm-Drag Takedown: Hold A, D-pad
towards ropes, C Down, Up, A
Body Toss: Hold A, D-pad towards ropes, C Down, hold A
Spinning Leg Lariat: Hold A, D-pad
towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Eye Gouge Submission: Move near to head, A

Leg Lock: Move near to feet, A
Leg Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Hamstring Stretch: Move near to feet, A
Falling Elbow: B

Turnbuckle And Rope Moves (Opponent On Mat)

Top Rope Leg Drop: Move into turnbuckle, C Down
(Opponent Standing)
Spinning Kick: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Tackle: A, A
Dragonsteiner: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Powerslam Press: Hold A, move analogue stick
Tiger Suplex: Hold A, move analogue stick (from behind)



Stevie
NWO

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page number

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ALI BABA



Ali Baba learned how to fight when he was thrown into Death Match fights. He fights well and has a large amount of stamina. He was born in Turkey and is known to be a very competent swimmer. His signature move is the Oasis DDT.

Kicks And Punches

Elbow: B (close)
Stomach Kick: B (far)
Punch Chop: Up, B (close)
Low Kick: Up, B (far)
Sweep Punch: Hold B
Drop Kick: Up, hold B

Weak Grappling

(To Front)
Eye Gouge: A, A
Waterwheel Throw: A, Up, A
Super Slam: A, Down, A

Reverse Neck Sweep: A, B
Sultan Suplex: A, Up, B
Brain Buster: A, Down, B

Strong Grappling

(To Front)
Chicken Wing Flip: Hold A, A
Lariat Takedown: Hold A, Up, A
Hangman's Noose: Hold A, Down, A
Skull Breaker: Hold A, B
Standing Choke Hold: Hold A, Up, B
Shoulder Slide: Hold A, Down, B



Weak Grappling

(To Rear)
Reverse Suplex: A, A
Knee Breaker: A, B

Strong Grappling

(To Rear)
Atomic Knee: Hold A, A
Abdominal Rack: Hold A, B

Whip To Ropes

Shoulder Drop: Hold A, D-pad towards ropes, C Down, A
Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A
Cranium Crusher: Hold A, D-pad towards ropes, C Down, hold A
Sheikh Special: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Strangle Hold: Move near to head, A
Knee-Cap Smash: Move near to legs, A
Elbow Drop: B
(Face Down)
Camel Clutch: Move near to

head, A
Leg Wrench: Move near to legs, A
Falling Elbow: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Flying Punch: Move into turnbuckle, C Down
Sultan Splash: Move into turnbuckle, C Down
(Opponent Standing)
Double Crusher: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Corner Kill: A, A
Turnbuckle Tromp: A, B
Oasis DDT: Hold A, A
Avalanche Suplex: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Choke Slam:
Hold A, move analogue stick
Barbarian Bomb: Hold A, move analogue stick (from behind)



BLACKHEART



Blackheart is another wrestler who comes from a pit fighting background. He is a powerful wrestler who has been known to humiliate his opponents and leave them in pain. His signature move is the Blackheart Back Bomb which is an extremely damaging experience.

Kicks And Punches

Hammer Blow: B (close)
Kick: B (far)
Hatchet Blow: Up, B (close)
Mid Kick: Up, B (far)
Head Butt: Hold B
Clothesline: Up, hold B

Weak Grappling

(To Front)
Scalp Buster: A, A
Forearm Club: A, Up, A
Body Slam: A, Down, A
Wrist Wrench: A, B
Thunder Bomb: A, Up, B
Pile Driver: A, Down, B

Strong Grappling

(To Front)
Headlock Crush: Hold A, A
Blackheart Bomb: Hold A, Up, A
Power Bomb: Hold A, Down, A
Neck Lynch: Hold A, B
Face Smash: Hold A, Up, B
Forearm Smash: Hold A, Down, B

Weak Grappling

(To Rear)
Triple Head Butt: A, A
Spine Breaker: A, B

Strong Grappling

(To Rear)

Sleeper: Hold A, A
Shoulder Carry: Hold A, B

Whip To Ropes

Press Slam: Hold A, D-pad towards ropes, C Down, A
Power Slam: Hold A, D-pad towards ropes, C Down, Up, A
Spine Buster: Hold A, D-pad towards ropes, C Down, hold A
Thunderbird: Hold A, D-pad towards ropes, C Down, Up, hold A
(Face Up)
Groin Crash: Move near to head, A
Elbow Drop: Move near to legs, A
Elbow Drop: B
(Face Down)
Desert Whip: Move near to head, A
Ankle Crank: Move near to legs, A
Falling Elbow: B

C Down
Sacrifice Splash: Move into turnbuckle, C Down
(Opponent Standing)
Double Hatchet: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Shoulder: A, A
Corner Punch: A, B
Thunder Suplex: Hold A, A
Flying DDT: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Blackheart Back Bomb: Hold A, move analogue stick
Face Spike: Hold A, move analogue stick (from behind)

Turnbuckle And Rope Moves

(Opponent On Mat)
Flying Elbow: Move into turnbuckle,



Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

THQ
Asmik

Game type:
Origin:

Sports
US

Released:
Price:

Out now!
£54.99

DIM SUM



Kicks And Punches

Close Punch: B (close)
Mid Kick: B (far)
Elbow Strike: Up, B (close)
Side Kick: Up, B (far)
Mid Drop Kick: Hold B
Reverse Backspin Kick: Up, hold B

Weak Grappling

(To Front)
Head Butt: A, A
China Chop: A, Up, A
Super Slam: A, Down, A
Snake Twist: A, B
Snap Suplex: A, Up, B
Stone Driver: A, Down, B

Strong Grappling

(To Front)
Chop Suey Slam: Hold A, A
Backflip: Hold A, Up, A
Power Bomb: Hold A, Down, A
Chinese Joint Suplex: Hold A, B
Giant Suplex: Hold A, Up, B
Fortune Cookie Crunch: Hold A, Down, B

Weak Grappling

(To Rear)
Back Slam: A, A
Knee Breaker: A, B

Strong Grappling

(To Rear)
Backflip Press: Hold A, A
Full Nelson Flip: Hold A, B

Whip To Ropes

Leg Trip: Hold A, D-pad towards ropes, C Down, A
Flying Crane Crank: Hold A, D-pad towards ropes, C Down, Up, A
Thunder Mountain: Hold A, D-pad towards ropes, C Down, hold A
Bamboo Breaker Press: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Cranium Crank: Move near to head, A
Pressure Point Hold: Move near to legs, A
Monkey Splash: B (Face Down)
Komodo Clutch: Move near to

Dim Sum was ejected from his Chinese homeland after being accused of a crime he did not commit. He is a former Olympiad and has great speed and power. His signature moves are the Chinese Torture Rack and Thunder Mountain move.

head, A
Chinese Torture Rack: Move near to legs, A
Monkey Flip: B

Throw Dazed Opponent Into Turnbuckle

(Opponent On Mat)
Flying Head Butt: Move into turnbuckle, C Down
Shoyu Splash: Move into turnbuckle, C Down (Opponent Standing)
Kung Fu Crash: Move into turnbuckle, C Down

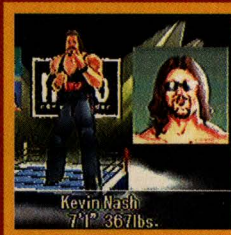
Throw Dazed Opponent Into Turnbuckle

Corner Smash: A, A
Turnbuckle Bash: A, B
Flying Dragon DDT: Hold A, A
Moonsault Butt Buster: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Great Wall Brain Buster: Hold A, move analogue stick
Chinese Leg Sweep Press: Hold A, move analogue stick (from behind)

HANNIBAL



Hannibal is a fast athletic wrestler who learnt his trade in the death match arenas. This guy gives his all every time he steps into the ring which is why he commands a substantial amount of respect from his opponents. His signature moves are the Inverted Death Drop and the Flying Leg Enforcer.

Kicks And Punches

Claw Punch: B (close)
Low Kick: B (far)
Backhand Punch: Up, B (close)
Roundhouse Kick: Up, B (far)
Reverse Kick: Hold B
Spin Kick: Up, hold B

Weak Grappling

(To Front)
Throat Chop: A, A
Lightning Throw: A, Up, A
Super Slam: A, Down, A
Headlock Toss: A, B
Grapple Suplex: A, Up, B
Arm-Claw Hold: A, Down, B

Strong Grappling

(To Front)
Punisher Slam: Hold A, A
Super Kick: Hold A, Up, A
Crippler Crush: Hold A, Down, A
Knee Breaker: Hold A, B
Inverted Death Drop: Hold A, Up, B
Power Slam: Hold A, Down, B

Weak Grappling

(To Rear)
Face Breaker: A, A
Blackout Kick: A, B

Strong Grappling

(To Rear)
Crusher Crunch: Hold A, A
Full Nelson Flip: Hold A, B

Whip To Ropes

Leg Whip: Hold A, D-pad towards ropes, C Down, A
Leg Lasso: Hold A, D-pad towards ropes, C Down, Up, A
Back Breaker: Hold A, D-pad towards ropes, C Down, hold A
Lights Out: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Leg Wrench: Move near to head, A
Booty Bomb: Move near to legs, A
Camel Clutch: B (Face Down)
Boston Crab: Move near to head, A
Somersault Splash: Move near to legs, A
Knee Drop: B

Throw Dazed Opponent Into Turnbuckle

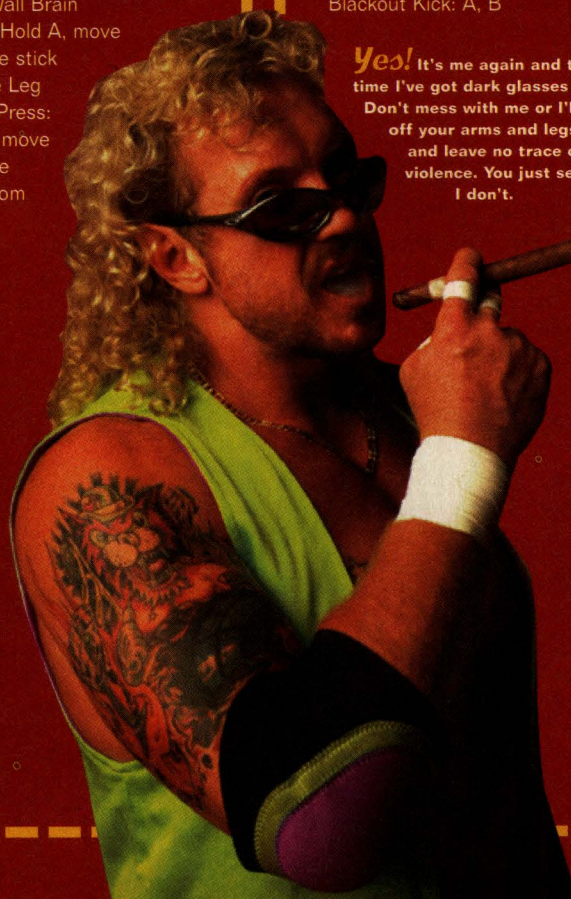
(Opponent On Mat)
Death Dive: Move into turnbuckle, C Down
Spinning Kick: Move into turnbuckle, C Down (Opponent Standing)
Rope Wrap: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Punching Bag: A, A
Cranium Crash: A, B
Flying Leg Enforcer: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Crash Test: Hold A, move analogue stick
Wrist Lock: Hold A, move analogue stick (from behind)



Yes! It's me again and this time I've got dark glasses on. Don't mess with me or I'll rip off your arms and legs and leave no trace of violence. You just see if I don't.



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KIM CHEE



This wrestler started his career as a pit fighter. He is nearly seven foot tall and is totally awesome inside the ring. He was born and raised in Korea, which is where he learned his impressive fighting style. He hopes his Korean Crush signature move will help him to a fair number of victories.

Kicks And Punches

Punch: B (close)
Mid Kick: B (far)
Cross Punch: Up, B (close)
Knee Kick: Up, B (far)
Korean Spike: Hold B
Shoulder Charge: Up, hold B

Weak Grappling

(To Front)
Backflip Throw: A, A
Inverted Shoulder Buster: A, Up, A
Body Slam: A, Down, A
Korean Crank: A, B
Inverse Claw Suplex: A, Up, B
Shoulder Breaker: A, Down, B

Strong Grappling

(To Front)
Neck Breaker: Hold A, A
Jun Juke: Hold A, Up, A
Power Bomb: Hold A, Down, A
Standing Clothesline: Hold A, B
Turnbuckle Smash: Hold A, Up, B
Korean Crush: Hold A, Down, B

Weak Grappling

(To Rear)
Back Spike: A, A
Backflip Slam: A, B

Strong Grappling

(To Rear)
Chicken Wing Suplex: Hold A, A
Reverse Backflip Suplex: Hold A, B

Whip To Ropes

Shoulder Drop: Hold A, D-pad towards ropes, C Down, A
Press Slam: Hold A, D-pad towards ropes, C Down, Up, A
Spine Buster: Hold A, D-pad towards ropes, C Down, hold A

Groin Buster: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Headlock: Move near to head, A
Reverse Leg Lock: Move near to legs, A
Elbow Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Ankle Killer: Move near to legs, A
Super Stomp: B

Turnbuckle and rope moves

(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
Korean Splash: Move into turnbuckle, C Down

(Opponent Standing)
Flying Tackle: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Dead End: A, A
Heavy Hits: A, B
Super Suplex: Hold A, A
Drop Zone: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Spinning Power Slam: Hold A, move analogue stick
Mun Doo Mash: Hold A, move analogue stick (from behind)



POWDER KEG



This Kentucky born wrestler is full of the spirit of the deep south. He answers to nobody and is a force to be reckoned with inside the ring. You can be sure that this wrestler will stomp anything that crosses him. His signature moves are the Moonshine Suplex and the Good Ol' Bomb.

Kicks And Punches

Pounder: B (close)
Knee Kick: B (far)
Blast Punch: Up, B (close)
Side Kick: Up, B (far)
Head Blast: Hold B
Clothesline: Up, hold B

Weak Grappling

(To Front)
Head Bomb: A, A
Powder Punch: A, Up, A
Body Slam: A, Down, A
Headlock Takedown: A, B
Southern Suplex: A, Up, B
Pile Driver: A, Down, B

Strong Grappling

(To Front)
Redneck Sweep: Hold A, A
Standing Goody: Hold A, Up, A

Spine Buzzer: Hold A, Down, A
Southern DDT: Hold A, B
Moonshine Suplex: Hold A, Up, B
Powder Slam: Hold A, Down, B

Weak Grappling

(To Rear)
Shoulder Slam: A, A
Triple Head Butt: A, B

Strong Grappling

(To Rear)
Abdominal Stretch: Hold A, A
Reverse Nitro: Hold A, B

Whip To Ropes

Shoulder Toss: Hold A, D-pad towards ropes, C Down, A
Face Bomb: Hold A, D-pad towards ropes, C Down, Up, A
Back Smash: Hold A, D-pad

PUCHTECA



Puchteca is a tricky wrestler who relies on a mix of several different fighting techniques. He is a real cool customer and has incredible technical skills. His signature moves are the El Tigre Splash and the Flauta Flip.

Kicks And Punches

Elbow: B (close)
Kick: B (far)
Straight Punch: Up, B (close)
Mid Kick: Up, B (far)
Muerte Punch: Hold B
Drop Kick: Up, hold B

Weak Grappling

(To Front)
Mexican Suplex: A, A
Shoulder Throw: A, Up, A
Brazilian Head Butt: A, Down, A
Hip Toss: A, B
Burrito Bomb: A, Up, B
Body Slam: A, Down, B

Strong Grappling

(To Front)
Headlock Vice: Hold A, A
Flauta Flip: Hold A, Up, A
Spine Buster: Hold A, Down, A
Face Smash: Hold A, B

Avocado Crush: Hold A, Up, B
Brazilian Bomb: Hold A, Down, B

Weak Grappling

(To Rear)
Taco Crunch: A, A
Backflip Drop: A, B

Strong Grappling

(To Rear)
Abdominal Stretch: Hold A, A
Reverse Burrito Bomb: Hold A, B

Whip To Ropes

Shoulder Carry: Hold A, D-pad





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

THQ
Asmik

Game type:
Origin:

Sports
US

Released:
Price:

Out now!
£54.99

towards ropes, C Down, hold A
Spine Buster: Hold A, D-pad
towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Face Lock: Move near to
head, A
Low Blow: Move near to
legs, A
Elbow Drop: B
(Face Down)
Crittter Clutch: Move near to
head, A
Leg Vice: Move near to legs, A
Falling Elbow: B

Turnbuckle and rope moves

(Opponent On Mat)
Flying Elbow: Move into turnbuckle,
C Down
Possum Drive: Move into
turnbuckle, C Down

(Opponent Standing)
Super Chop: Move into
turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Break: A, A
Dead End Punch: A, B
Hillbilly Heave: Hold A, A
Southern Super Plex: Hold A,
Up, A

Special Moves (When Spirit Meter Flashes)

Good Ol' Bomb: Hold A, move
analogue stick
Rib Rack: Hold A, move
analogue stick (from behind)



towards ropes, C Down, A
Leg Shoot: Hold A, D-pad towards
ropes, C Down, Up, A
Super Spine Buster: Hold A, D-pad
towards ropes, C Down, hold A
Rio Wrench: Hold A, D-pad towards
ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Side Headlock: Move near to
head, A
Leg Lock: Move near to legs, A
Elbow Drop: B
(Face Down)
Cancun Clutch: Move near to
head, A
Ankle Twist: Move near to legs, A
Boot Stomp: B

Turnbuckle and rope moves

(Opponent On Mat)
Cucaracha Crunch: Move into
turnbuckle, C Down
Flying Chop: Move into
turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Corner Crunch: A, A
Street Fight Punch: A, B
Flying DDT: Hold A, A
El Tigre Splash: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Meter Flashes)
Mexican Death Drop: Hold A,
move analogue stick
Brazilian Rack: Hold A, move
analogue stick (from behind)



SALADIN



Kicks And Punches

Shadow Punch: B (close)
Knife Kick: B (far)
Silent Strike: Up, B (close)
Reverse Jack-knife: Up, B (far)
Badland Blow: Hold B
Super Smash: Up, hold B

Weak Grappling

(To Front)
KO Punch: A, A
Cranium Crash: A, Up, A
Body Slam: A, Down, A
Headlock Slam: A, B
Dark Suplex: A, Up, B
Midnight Toss: A, Down, B

Strong Grappling

(To Front)
Neck Breaker: Hold A, A
Death Drop: Hold A, Up, A
Shoulder Breaker: Hold A,
Down, A
Standing Strangle: Hold A, B
Super Head Butt: Hold A, Up, B
Face Breaker: Hold A, Down, B

Weak Grappling

(To Rear)
Spine Strike: A, A
Knee Drop: A, B

Strong Grappling

(To Rear)
Triple Head Bash: Hold A, A
Spinning Back Crippler: Hold
A, B

Whip To Ropes

Shoulder Toss: Hold A, D-pad
towards ropes, C Down, A
Body Bag Press: Hold A, D-pad
towards ropes, C Down, Up, A
Back Drop: Hold A, D-pad
towards ropes, C Down, hold A

Saladin was born in Afghanistan
and was once part of their
Secret Service. He has now
turned his talents to wrestling,
and he has developed some
awesome holds and throws. He
is a massive wrestler and you
want to avoid his Death Drop
signature move.

Deadly Claw: Hold A, D-pad
towards ropes, C Down, Up,
hold A

Opponent On Mat

(Face Up)
Choke Hold: Move near to
head, A
Groin Crush: Move near to
legs, A
Falling Elbow: B
(Face Down)
Camel Clutch: Move near to
head, A
Leg Lock: Move near to legs, A
Elbow Drop: B

Turnbuckle and rope moves

(Opponent On Mat)
Flying Elbow: Move into
turnbuckle, C Down
Saladin Splash: Move into
turnbuckle, C Down
(Opponent Standing)
Flying Assassin: Move into
turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Corner Maul: A, A
Turnbuckle Rampage: A, B
Flying Death Drop: Hold A, A
Hangman's DDT: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Choke Slam: Hold A, move
analogue stick
Butcher Knife: Hold A, move
analogue stick (from behind)



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SUMO JO



Sumo Jo started his career in Japanese Sumo competition, but lack of decent opponents made him consider a move in a different direction. He has already made himself a fortune and beaten every Sumo wrestler who challenged him. Sumo Jo has joined the DOA in search of a completely fresh challenge. His wrestling skills are superb and his signature move the Kamikaze Krunch is almost as deadly as it sounds.

Kicks And Punches

Sumo Slap: B (close)
Karate Kick: B (far)
Kempo Punch: Up, B (close)
Counter Kick: Up, B (far)
Drop Kick: Hold B
Super Punch: Up, hold B

Weak Grappling

(To Front)
Sumo Chop: A, A
Double Chop: A, Up, A
Sumo Slam: A, Down, A
Hiplock Takedown: A, B
Setting Sun Slam: A, Up, B
Pearl Harbour: A, Down, B

Strong Grappling

(To Front)
Quadra Knee: Hold A, A
Triple Chop: Hold A, Up, A
Kamikaze Krunch: Hold A, Down, A
Kempo Face-Breaker: Hold A, B
Atomic Drop: Hold A, Up, B
Atomic Bomb: Hold A, Down, B

Weak Grappling

(To Rear)
Reverse Sumo Slam: A, A
Leg Breaker: A, B

Strong Grappling

(To Rear)
Club Fist: Hold A, A
Sumo Stretch: Hold A, B

Whip To Ropes

Overhead Slam: Hold A, D-pad towards ropes, C Down, A
Face-Breaker Slam: Hold A, D-pad towards ropes, C Down, Up, A
Japanese Sleeper: Hold A, D-pad towards ropes, C Down, hold A

Super Stretch: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Wing Breaker: Move near to head, A
Japanese Leg Breaker: Move near to legs, A
Floor Kick: B (Face Down)
Killer Clutch: Move near to head, A
Ankle Wrench: Move near to legs, A
Elbow Smash: B

Turnbuckle and rope moves

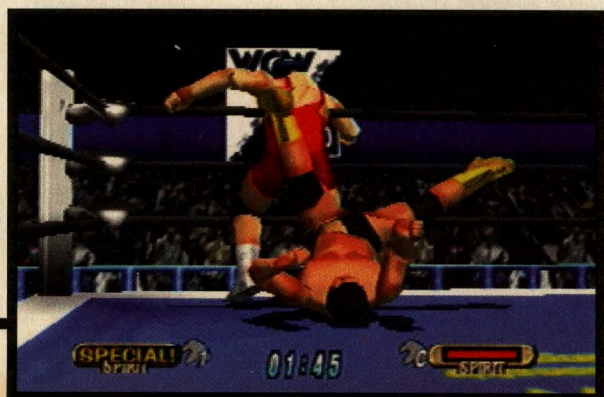
(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
Sumo Smash: Move into turnbuckle, C Down (Opponent Standing)
Sumo Stomp: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Shoulder Smash: A, A
Flying Spine Buster: Hold A, A
Karate Chop: A, B
Sump Splash: A, Up, A

Special Moves (When Spirit Meter Flashes)

Killer Karate Kraze: Hold A, move analogue stick
Japanese Torture Rack: Hold A, move analogue stick (from behind)



BLACK BELT



Black Belt was trained to fight whilst he was serving as a Green Beret. He is a relentless wrestler who has a tendency to be slightly blood thirsty. His signature moves are the Florida Flip and the Commando Crunch

Kicks And Punches

Kenpo Punch: B (close)
Karate Kick: B (far)
Karate Elbow: Up, B (close)
Kenpo Kick: Up, B (far)
Dragon Kick: Hold B
Flying Dragon Kick: Up, hold B

Weak Grappling

(To Front)
Chi Slam: A, A
Shoulder Throw: A, Up, A
Judo Grapple: A, Down, A
Aikido Smash: A, B
Judo Plex: A, Up, B
Pile Driver: A, Down, B

Strong Grappling

(To Front)
Gut Wrench Suplex: Hold A, A
Spinning Kick: Hold A, Up, A

Spinning Pile Driver: Hold A, Down, A
Gator DDT: Hold A, B
Leg Flip Press: Hold A, Up, B
Green Beret Bomb: Hold A, Down, B

Weak Grappling

(To Rear)
Judo Backflip: A, A
Karate Krash: A, B

Strong Grappling

(To Rear)
Everglade Press: Hold A, A
Florida Flip: Hold A, B

Whip To Ropes

Leg Sweep: Hold A, D-pad towards ropes, C Down, A
Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, Up, A

BLACK NINJA



Fast and deadly are the Black Ninja's attacks. He was born in Japan and was trained in the ways of the Ninja at a very early age. He is a mysterious fighter who says very little. His signature moves are the Jaw Breaker and the Flying Dragon Kick.

Kicks And Punches

Karate Punch: B (close)
Reverse Kick: B (far)
Karate Strike: Up, B (close)
Side Kick: Up, B (far)
Spinning Reverse Kick: Hold B
Flying Dragon Kick: Up, hold B

Weak Grappling

(To Front)
Iron Fist: A, A
Shoulder Throw: A, Up, A
Body Slam: A, Down, A
Headlock Toss: A, B
Ninja Throw: A, Up, B
Joint Lock Takedown: A, Down, B

Strong Grappling

(To Front)
Flying Scissors Takedown: Hold A, A
Wall Walking Trample: Hold A, Up, A

Cyclone Pile Driver: Hold A, Down, A
Ninja DDT: Hold A, B
Leg Vice Press: Hold A, Up, B
Suplex Press: Hold A, Down, B

Weak Grappling

(To Rear)
Jaw Breaker: A, A
Back Drop: A, B

Strong Grappling

(To Rear)
Japanese Rack: Hold A, A
Backdrop Press: Hold A, B

Whip To Ropes

Leg Whip: Hold A, D-pad towards ropes, C Down, A
Ninja Neck Crank: Hold A, D-pad towards ropes, C Down, Up, A
Back Breaker: Hold A, D-pad towards ropes, C Down, hold A
Leg Lariat: Hold A, D-pad towards ropes, C Down, Up, hold A



Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

THQ
Asmik

Game type:
Origin:

Sports
US

Released:
Price:

Out now!
£54.99

Swamp Strangle: Hold A, D-pad towards ropes, C Down, hold A
Leg Flip Takedown: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Face Punch: Move near to head, A
Aikido Leg Lock: Move near to legs, A
Elbow Drop: B
(Face Down)
Aikido Clutch: Move near to head, A
Aikido Leg Twist: Move near to legs, A
Knee Smash: B

Turnbuckle and rope moves

(Opponent On Mat)
Flying Knee: Move into turnbuckle, C Down
Hitman Hurl: Move into turnbuckle,



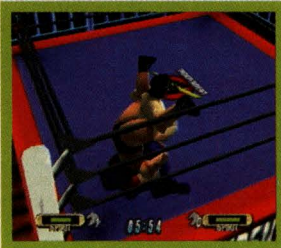
C Down
(Opponent Standing)
Jungle Jump: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Trapping Charge: A, A
Trapping Punch: A, B
Flying Beret Bomb: Hold A, A
Badlands Bone Breaker: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Commando Crunch: Hold A, move analogue stick
Mad Bomber: Hold A, move analogue stick
(from behind)



Opponent On Mat

(Face Up)
Blackout Punch: Move near to head, A
Spinning Leg Bar: Move near to legs, A
Body Drop: B
(Face Down)
Ninja Clutch: Move near to head, A
Japanese Leg Lock Clutch: Move near to legs, A
Somersault
Splash: B

Turnbuckle and rope moves

(Opponent On Mat)
Iga Splash: Move into turnbuckle, C Down
Suicide Somersault: Move into turnbuckle, C Down
(Opponent Standing)
Hanzo Flip: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Bruiser: A, A
Corner Clash: A, B
Flying Shuriken: Hold A, A
Deadly Rain: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Back Breaker Bomb: Hold A, move analogue stick
Spirit Press: Hold A, move analogue stick
(from behind)

MASTER FUJI



Master Fuji was born and raised in Japan. He has no other interests apart from wrestling and has more skill than most. He is a creative wrestler who likes to rule the ring. His signature move is the Mountain Splitter.

Kicks And Punches

Eye Punch: B (close)
Groin Kick: B (far)
Nose Punch: Up, B (close)
Knee Kick: Up, B (far)
Shoulder Charge: Hold B
High Hit: Up, hold B

Weak Grappling

(To Front)
Fuji Punch: A, A
Snap Mare: A, Up, A
Fireman's Carry: A, Down, A
Side Throw: A, B
Gut Wrench Suplex: A, Up, B
Master Fuji's Pile Driver: A, Down, B

Strong Grappling

(To Front)
Headlock Punch: Hold A, A
Fuji Slam: Hold A, Up, A
Arm Bar Press: Hold A, Down, A
Inverse Fuji Driver: Hold A, B
Mountain Splitter: Hold A, Up, B
Fuji Joint Lock: Hold A, Down, B

Weak Grappling

(To Rear)
Triple Head Butt: A, A
Back Breaker: A, B

Strong Grappling

(To Rear)
Neck Breaker: Hold A, A
Reverse Joint Lock: Hold A, B

Whip To Ropes

Leg Trip: Hold A, D-pad towards ropes, C Down, A
Fuji Flip: Hold A, D-pad towards ropes, C Down, Up, A
Greedy Grab: Hold A, D-pad towards ropes, C Down, hold A

Japanese Sleeper Hold: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Choke: Move near to head, A
Leg Lock: Move near to legs, A
Knee Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Joint Lock: Move near to legs, A
Stomp: B

TURNBUCKLE AND ROPE MOVES

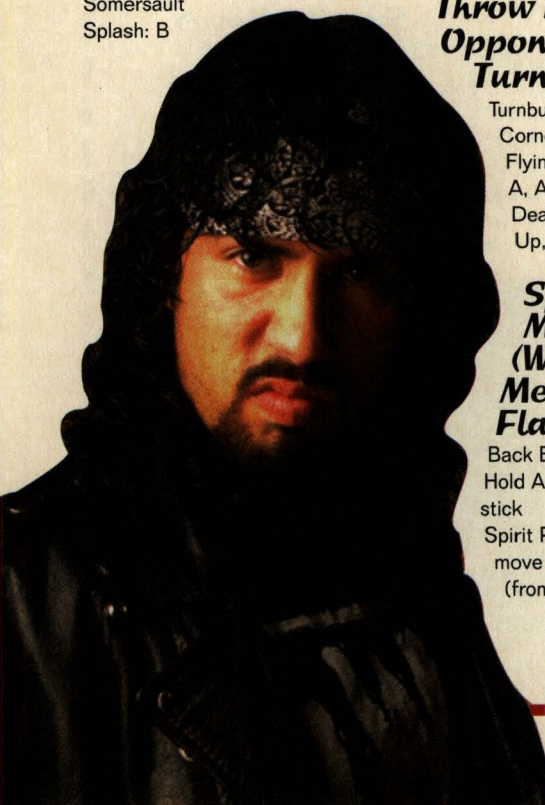
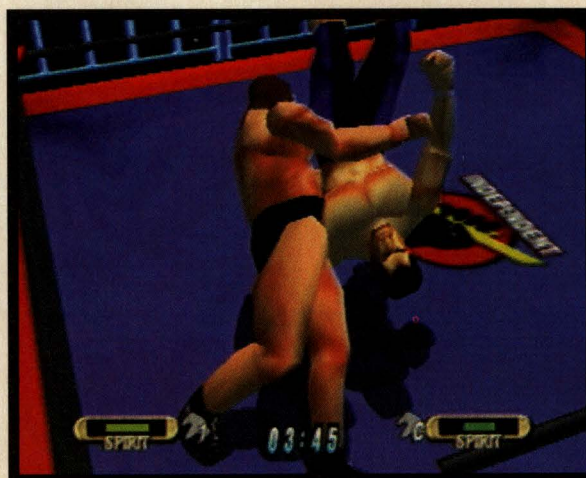
(Opponent On Mat)
Flying Knee: Move into turnbuckle, C Down
Fuji Splash: Move into turnbuckle, C Down
(Opponent Standing)
Flying Chop: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Corner Crush: A, A
Fuji Pummel: A, B
Fuji Suplex: Hold A, A
Mt. Fuji Splash: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Frontal Face Strangle: Hold A, move analogue stick
Fuji Bomb: Hold A, move analogue stick (from behind)



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OWN VS NWO

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PACOLOCO



PacoLoco is a solid wrestler who was born and raised in Los Angeles. He has a mixed fighting style which makes him a favourite with wrestle fans. His signature moves are the Barrio Bomb and the California Clutch.

Kicks And Punches

Jab: B (close)
Kick: B (far)
Hook Punch: Up, B (close)
Mid Kick: Up, B (far)
Roundhouse: Hold B
Super Kick: Up, hold B

Weak Grappling

(To Front)
Face Rip: A, A
Shoulder Throw: A, Up, A
Body Slam: A, Down, A
Chicken Wing Throw: A, B
Snap Suplex: A, Up, B
Barrio Buster: A, Down, B

Strong Grappling

(To Front)
Clothesline Chop: Hold A, A
Giant Suplex: Hold A, Up, A
Inverse Pile Driver: Hold A, Down, A
DDT: Hold A, B
Hood Head Butt: Hold A, Up, B
Funky Slam: Hold A, Down, B

Weak Grappling

(To Rear)
Backstreet Slam: A, A
Knee Busta: A, B

Strong Grappling

(To Rear)
Downtown Brown: Hold A, A
Reverse Neck Breaker: Hold A, B

Whip To Ropes

Arm- Drag Takedown: Hold A, D-pad towards ropes, C Down, A
Paco Plunge: Hold A, D-pad towards ropes, C Down, Up, A
Loco Moco: Hold A, D-pad towards ropes, C Down, hold A

Spine Buster: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Knee to the Head: Move near to head, A
Groin Butt: Move near to legs, A
Sunset Splash: B (Face Down)
California Clutch: Move near to head, A
Leg Wrench: Move near to legs, A
Elbow Drop: B

Turnbuckle and rope moves

(Opponent On Mat)
Flying Head Butt: Move into turnbuckle, C Down
Sunset Flip: Move into turnbuckle, C Down
(Opponent Standing)
Hoodlum Hit: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Street Fight: A, A
Corner Rumble: A, B
Paco Pounce: Hold A, A
El Loco Suplex: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Houseparty Hangover: Hold A, move analogue stick
Barrio Bomb: Hold A, move analogue stick (from behind)

SHAMAN



Shaman was a keen fighter at a very early age and he has grown into one of the most respected wrestlers. He is extremely agile and has great physical strength. His signature moves are the Double Tomahawk and the Shaman Spike.

Kicks And Punches

Cross Punch: B (close)
Kick: B (far)
Tomahawk Chop: Up, B (close)
Knee Kick: Up, B (far)
Super Kick: Hold B
Battering Ram: Up, hold B

Weak Grappling

(To Front)
Double Tomahawk: A, A
Stone Breaker: A, Up, A
Bear Slam: A, Down, A
Eagle Sweep: A, B
Suplex Slam: A, Up, B
Inverted Shaman Spike: A, Down, B

Strong Grappling

(To Front)
Eagle Drop: Hold A, A
Shaman Spike: Hold A, Up, A
DDT: Hold A, Down, A
Choke Slam: Hold A, B
Side Breaker Slam: Hold A, Up, B
Power Bomb: Hold A, Down, B

Weak Grappling

(To Rear)
Stone Forearm: A, A
Back Drop: A, B

Strong Grappling

(To Rear)
Backflip Throw: Hold A, A
Sideflip Throw: Hold A, B

Whip To Ropes

Overhead Throw: Hold A, D-pad towards ropes, C Down, A
Guillotine Drop: Hold A, D-pad towards ropes, C Down, Up, A
Power Slam: Hold A, D-pad towards ropes, C Down, hold A
Spine Buster: Hold A, D-pad

towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Side Headlock: Move near to head, A
Scorpion Death Lock: Move near to legs, A
Elbow Drop: B (Face Down)
Camel Clutch: Move near to head, A
Indian Knee Lock: Move near to legs, A
Falling Elbow: B

Turnbuckle and rope moves

(Opponent On Mat)
Flying Knee: Move into turnbuckle, C Down
Spirit Splash: Move into turnbuckle, C Down
(Opponent Standing)
Shaman Knee: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Bear Cave: A, A
War Cry: A, B
Sacrifice Fly: Hold A, A
Shaman Suplex: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Spirit Slam: Hold A, move analogue stick
Warpath Wrap-Up: Hold A, move analogue stick (from behind)





Players
1-4



Cartridge
64Mb



Memory
Yep!

Publisher:
Developer:

THQ
Asmik

Game type:
Origin:

Sports
US

Released:
Price:

Out now!
£54.99

SHAOLIN



Kicks And Punches

Crane Fist: B (close)
Crane Kick: B (far)
Tiger Punch: Up, B (close)
Tiger Kick: Up, B (far)
Snake Fist: Hold B
Shaolin Kick: Up, hold B

Weak Grappling

(To Front)
Shaolin Palm: A, A
Shoulder Throw: A, Up, A
Body Slam: A, Down, A
Mantis Grapple Throw: A, B
Mantis Throw: A, Up, B
Thunder Mountain: A, Down, B

Strong Grappling

(To Front)
Drunken Sweep: Hold A, A
Giant Swing Throw: Hold A, Up, A
Stone Breaker: Hold A, Down, A

Shaolin started his career as a warrior monk. He left his temple in Tibet and has sworn he will never return there. He is a merciless fighter and a force to be reckoned with. His signature moves are the Shaolin Kick and Master Lee's Backflip Press.

Shaolin DDT: Hold A, B
Strangle Slam: Hold A, Up, B
Heaven's Gate: Hold A, Down, B

Weak Grappling

(To Rear)
Back Breaker: A, A
Monkey Flop: A, B

Strong Grappling

(To Rear)
Willow Stretch: Hold A, A
Drunken Press: Hold A, B

Whip To Ropes

Carry the Mountain: Hold A, D-pad towards ropes, C Down, A
Shoulder Toss: Hold A, D-pad towards ropes, C Down, Up, A
Running Mantis Grip: Hold A, D-pad towards ropes, C Down, hold A
Shaolin Submission Hold: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Chicken Wing Hold: Move near to head, A
Leg Smash: Move near to legs, A
Elbow Drop: B
(Face Down)
Camel Clutch: Move near to head, A
Reverse Leg Lock: Move near to legs, A
Iron Head Butt: B

Turnbuckle and rope moves

(Opponent On Mat)
Flying Head Butt: Move into turnbuckle, C Down
Shaolin Splash: Move into turnbuckle, C Down
(Opponent Standing)

Flying Shoulder Block: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Charge: A, A
Turnbuckle Fist: A, B
Holy DDT: Hold A, A
Final Solution: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Master Young's Power Bomb Press: Hold A, move analogue stick
Master Lee's Backflip Press: Hold A, move analogue stick (from behind)



THE CLAW



Kicks And Punches

Mystic Punch: B (close)
Savate Kick: B (far)
Mystic Chop: Up, B (close)
Side Kick: Up, B (far)
Flying Kick: Hold B
Super Punch: Up, hold B

Weak Grappling

(To Front)
Iron Claw: A, A
Siberian Snap: A, Up, A

There are a lot of rumours about the Claw, but nobody knows whether they are true or not. It is said that he is over a hundred years old and was born in Siberia. He now resides somewhere in New Mexico and fights like every contest could be his last. His signature moves are the Crossfly Crasher and the Muerte Grip.

Ice Break Slam: A, Down, A
Bear Lock Throw: A, B
Siberian Suplex: A, Up, B
Power Spike: A, Down, B

Strong Grappling

(To Front)
Back Breaker: Hold A, A
Muerte Grip: Hold A, Up, A

Claw Twist: Hold A, Down, A
Siberian DDT: Hold A, B
Leg Flip Press: Hold A, Up, B
Power Bomb: Hold A, Down, B

Weak Grappling

(To Rear)
Lariat: A, A
Atomic Knee: A, B

Strong Grappling

(To Rear)
Backthrow Press: Hold A, A
Chicken Wing Press: Hold A, B

Whip To Ropes

Chain Drag: Hold A, D-pad towards ropes, C Down, A
Shoulder Carry: Hold A, D-pad towards ropes, C Down, Up, A
Tundra Spin: Hold A, D-pad towards ropes, C Down, hold A
Leg Claw Throw: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Arm Bar Hold: Move near to head, A
Leg Breaker: Move near to legs, A
Knee Smash: B
(Face Down)
Siberian Camel Clutch: Move near to head, A

Tundra Twist Lock: Move near to legs, A
Elbow Drop: B

Turnbuckle and rope moves

(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
Siberian Splash: Move into turnbuckle, C Down
(Opponent Standing)
Flying Drop Kick: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Maul: A, A
Corner Crunch: A, B
Bear Hug Suplex: Hold A, A
Avalanche Splash: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Aeon Slam: Hold A, move analogue stick
Crossfly Crasher: Hold A, move analogue stick (from behind)



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WCW Vs NWO

page number

97



THE UNKNOWN



Not much is known about this wrestler but rumour says that he once was a pit fighter. He is normally fairly calm but if he loses his temper he tends to go a little berserk. This fighter is one of the best in the Independent Union. His signature moves are the Airplane Spin Back Breaker and the Rampage Rocker.

Kicks And Punches

Throat Chop: B (close)
Kick: B (far)
Eye Punch: Up, B (close)
Stomach Kick: Up, B (far)
High Kick: Hold B
Drop Kick: Up, hold B

Weak Grappling

(To Front)
Suplex: A, A
Snap Mare: A, Up, A
Takedown Flip: A, Down, A
Pit Bull Takedown: A, B
Snapper Suplex: A, Up, B
Crazy Crunch: A, Down, B

Strong Grappling

(To Front)
Neck Breaker: Hold A, A
Spinning Savate Kick: Hold A, A



Up, A
Inverted Spine Buster: Hold A, Down, A
Demented Drop: Hold A, B
Barbarian Break: Hold A, Up, B
Rampage Rocker: Hold A, Down, B

Weak Grappling

(To Rear)
Back Breaker: A, A
Shoulder Slam: A, B

Strong Grappling

(To Rear)
Pain Rack: Hold A, A
Garbage Toss: Hold A, B

Whip To Ropes

Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, A
Vicious Leg Reaper: Hold A, D-pad towards ropes, C Down, Up, A
Airplane Spin Back Breaker: Hold A, D-pad towards ropes, C Down, hold A
Spine Buster: Hold A, D-pad towards ropes, C Down, Up, hold A

Opponent On Mat

(Face Up)
Crazy Pretzel: Move near to head, A
Groin Smash: Move near to



legs, A
Elbow Drop: B (Face Down)
Camel Clutch: Move near to head, A
Knot Lock: Move near to legs, A
Stomp: B

Turnbuckle and rope moves

(Opponent On Mat)
Flying Elbow: Move into turnbuckle, C Down
Suicide Splash: Move into turnbuckle, C Down (Opponent Standing)
Flying Drop Kick: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Turnbuckle Smash: A, A
Corner Brawl: A, B
Suicide DDT: Hold A, A
Avalanche Power Slide: Hold A, Up, A

Special Moves (When Spirit Meter Flashes)

Behemoth Bomb: Hold A, move analogue stick
Lunatic Fling: Hold A, move analogue stick (from behind)



THE BOSSES

Next issue we present the final part of this solution - all the bosses! If you're a fan of this superb wrestling game, join us on the 11 June for the concluding part.





ARE YOUR FRIENDS ALWAYS PICKING ON YOU?

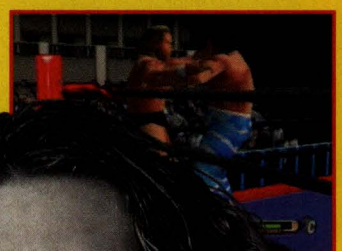
UP TO 4 PLAYERS - HEAD TO HEAD

"IT MUST BE PLAYED, EVEN IF YOU'RE NOT A FAN. IT'S THAT GOOD!"

92% - TOTAL 64

"THE BEST BEAT-EM-UP SO FAR!"

85% - 64 MAGAZINE



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TUROK!

DINOSAUR HUNTER

Acclaim's mighty dino-massacring shoot-'em-up is not exactly easy to complete. Luckily we've got the location of every key and gun! Now that it's available at a budget price - snap it up now.



Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Acclaim
Iguana

Game type:
Origin:

3D shoot-'em-up
USA

Released:
Price:

Out now
£39.99

The first difficulty many people confront, when they start playing Turok is the control system. Although a major pain in the proverbial at first, once mastered, Nintendo's unique control pad will eventually enable you to successfully pull off some seriously tricky manoeuvres.

Before you go running off into the jungle and get severely hacked about by its denizens – make use of the Training Mode. This covers all the things you need to know about controlling Turok and the stuff you learn here (particularly the Diagonal Jump) will prove invaluable later on.

The Map

Pressing the L button will bring up the game's in-built map. The handy thing is that you can still see what's in front of you, and move about, with the map displayed.

The map will help you locate hidden ledges, rooms and such. It will also prove invaluable when navigating your way through certain caves, and in negotiating treacherous jumps over pillars or between ledges.

Jumping

Practice this skill until your thumbs bleed (well, almost). You'll notice that when you jump, Turok looks down to the ground. To counter this, use the analogue joystick to gently nudge up Turok's point of view. This way you will be able to see what's coming towards you before you land on it!

If you want to jump just that little bit further than normal you can cheat slightly by the following trick: When running off a ledge or platform, wait for gravity to take control and Turok begins to fall, then press the R button. This will take a little bit of practice as, until you get the natural rhythm,



Turok will fall to his death a couple of times.

Also, perhaps one of the most important techniques you are going to have to master is the diagonal jump. This is difficult to learn, but the latter levels will rely on you being able to pull off this tricky form of jumping.

Fighting

When you start, you are armed only with a knife and bow and arrows. For the Soldiers the knife is ideal and besides, the more you kill by hand, the more chance you have of picking up a Mortal Wound bonus. This will replenish your health to the max, as well as increasing your maximum health by 5 (for instance, you start off with a maximum health of 100. Your first Mortal Wound

bonus will increase it to 105 – the maximum health you can achieve is 120).

The other weapon you carry is the tek bow and a quarrel of bog-standard arrows. Once you've used them up, you'll have to hunt down some re-fills and, if you're lucky, some elusive tek arrows: these are similar to ordinary arrows, with one notable exception, they have explosive tips which cause a lot more damage than standard arrows.

The strength of your arrow shots varies depending on the length of time you hold the fire button down for. Tapping the button will produce a short range/low power shot, but holding the button down for Turok to draw the bow back fully, will produce a longer range/higher strength shot. During the course of the game, you will pick many other types of weapon, which are designed for the tougher enemies out to stop you on your quest.

Random Warp Fields

On each level there are two randomly occurring warp fields which take you to a secret room chock-full of bonuses. If you see a swirling blue vortex, emanating a low humming noise, pop up in front of you, do not hesitate to jump into it. Although each of the two level warps are different in layout, the principals of each are similar: You need to get from one end of the room to the other and pick up the bonuses along the way – these bonuses can vary from extra weapons to an Ultra Health or precious ammo.

LEVEL 1 THE START

1. Pistol

The first thing you need to do on this level is pick up the automatic pistol and clips. If you look up to your left – when you are at the start of the wooden bridge – you'll see the pistol floating in the centre of a cave. To reach it, enter the water on the left-hand side of the bridge, follow the cliff-face along until you can see a cave entrance just beneath the surface. Dive in, enter the cave and follow the path until you reach the pistol.

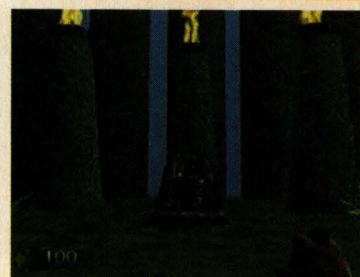


Jump into the water, head left and here's a cave with a gun in it.

2. 1st Level Two Key

Cross the wooden bridge, climb the wall with the green vines and continue straight ahead to collect the 1st Level Two Key.

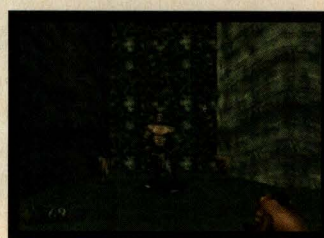
To the east of the key is a huge wooden gate, with a switch lying on the ground in front of it. Step on the switch to drop the gate.



Right ahead of you is the first level two key and a switch to open a nearby wall.

3. 2nd Level Two Key

Heading east, through the now open gate, you'll eventually be ambushed by a soldier hiding in a nook. Take him out asap and climb the vine covered wall behind him. Pick up the 2nd Level Two Key and head back down.



4. Automatic Shotgun

You will come across another of the Campaigner's soldiers hiding in ambush, soon after picking up the 2nd Level Two Key. The wall behind him may not have any vines on it, but you can still climb it! At the top of this cliff, you'll find an automatic shotgun and shells. However, there's a Campaigner's Sergeant guarding this particular booty, so be careful.



5. Shotgun

Head through the first checkpoint and you'll enter a clearing with what looks like a demolished house. Walk up the ledges on either side of the clearing and turn to face the rear of the building.

Climb the ladder carefully until you reach the top. Move slowly from one end of the wall to the

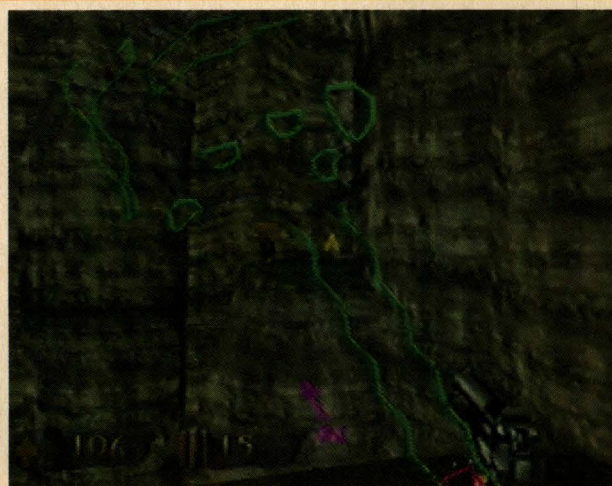
other; picking up the ammo and then do a running jump off the wall onto the shotgun floating in the air above you. Then it's just a simple matter of taking out the two Raptors that guard the teleport.



6. Checkpoint Two

After killing the couple of soldiers who attack you after exiting the teleport you'll come to the end of a cliff-face. Falling off here won't kill you... you'll just get a little wet! What you need to do here is jump from pillar-to-pillar; collecting the life force bonuses as you go, until you reach the second checkpoint. If you are having trouble getting the hang of jumping, turn on your in-built map, and aim to land the map's Turok icon on the centre of each pillar-icon. This technique will save a lot of frustration and will also make your jumps more accurate.

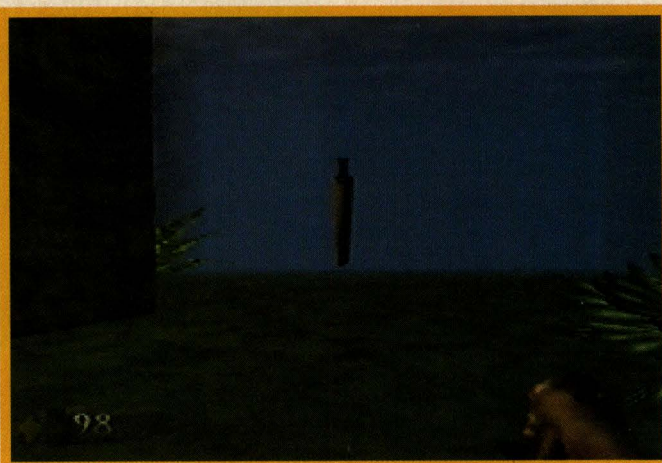
Use your over-laid map to judge how far to jump and when you are safely on the next platform. This is a vital skill to learn.



7. Tek Arrows

Standing at the second checkpoint, take a running jump toward the vine wall at the other end of the ravine. Then climb up to the top, picking up the life force bonuses as you go. When you reach the top, you'll notice a quarrel of Tek arrows

dangling in front of you. They are there for a very good reason. The instant you pick them up, a Pur-lin falls from the sky and immediately attacks you. Before he knocks you back down the ravine, take him out with three well-aimed Tek arrows to the stomach.



8. 1st Save Point

After killing the Pur-Lin, climb the platforms that appear behind him and follow the path until you reach a vine covered wall.

Climb this wall, walk across the log path and jump onto the platform in front of you with the 1st save point. Head west onto the other log path and you'll come across two soldiers

guarding some health and ammo. Head back to the save point, but this time take the north-facing log path.

Obviously don't jump into the lava pool in this clearing as you'll end up chargrilled! Instead, for every soldier you kill in this area, a step conveniently pops up from the lava. Use these to make your way up to the second teleport.

9. 3rd Level Two Key

The teleporter will deposit you back in the area where you picked up your first key. This time, however, when you step on the switch in front of the teleporter, the wooden gate blocking the western path will open.

Head down the path and climb the ladders on each platform until you come to a ledge, circling a

central island. Now would be a good time to take out the grenade-lobbing soldiers on the island with your trusty Tek arrows (if you've any left), or shotgun. The 3rd Level Two Key is on this island, but it will be in your best interest to take out the Pur-lin that guards the cave to the north. After you've disposed of this, do a running jump onto the island and pick up the last of the Level Two keys.

Watch out for the 'orrible Leapers who inhabit all the caves.





Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer

Acclaim
Iguana

Game type:
Origin:

3D shoot-'em-up
USA

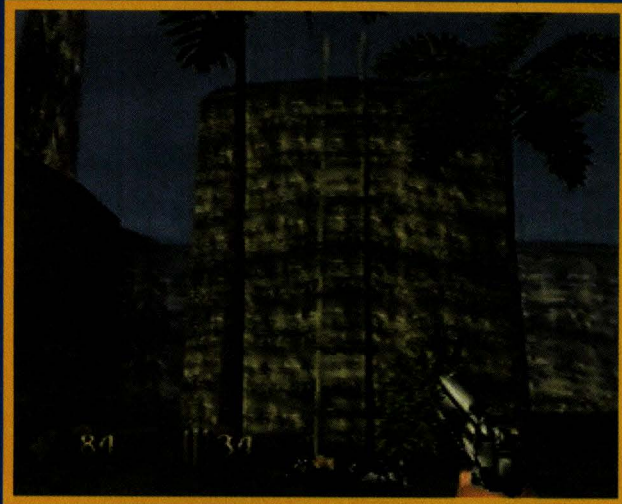
Released:
Price:

Out now
£39.99

11. 1st Level Three Key

Follow the log path to a pillar with a ladder propped against it. Climb up it and do a running jump to the adjacent platform. It's then a simple matter of jumping from column-to-column and entering the teleport. The area you find yourself in is crawling with bugs, so get out your knife and do some slicing-and-dicing.

Pick up the explosive shells and dive into the pool to collect a Full Health before leaving through the teleporter. The 1st Level Three Key is in the right-hand alcove. Head into the water, avoid the Leapers and pick up the Assault Rifle before heading back to the exit teleport.



Climb up this ladder to avoid the guards, then leap from pillar to pillar to the suspended teleport.



10. Spiritual Invincibility

Climb the vine covered wall and enter the cave. This place is crawling with Leapers so it's best not to hang around here for too long. Navigate your way through with the map and take out any unfortunate Leapers with your pistol. If you're lucky you'll be able to enter the teleporter at the end of the cave without running into the Leaper Leader. Drop down from the teleporter, through the checkpoint and enter the village. The Spiritual Invincibility is on the second floor of the ruined house.

12. 1st Chronoscepter Piece & 2nd Level Three Key

After taking the previous teleporter, you'll find yourself in a maze made from tall grey pillars. Your map won't work here, but don't panic, it is easy to navigate your way. Use your knife to kill the bugs and head for the three rings on the outside of the maze. One holds the 1st Chrono-scepter Piece, the other the 2nd Level Three Key, and the final one is your teleport out.



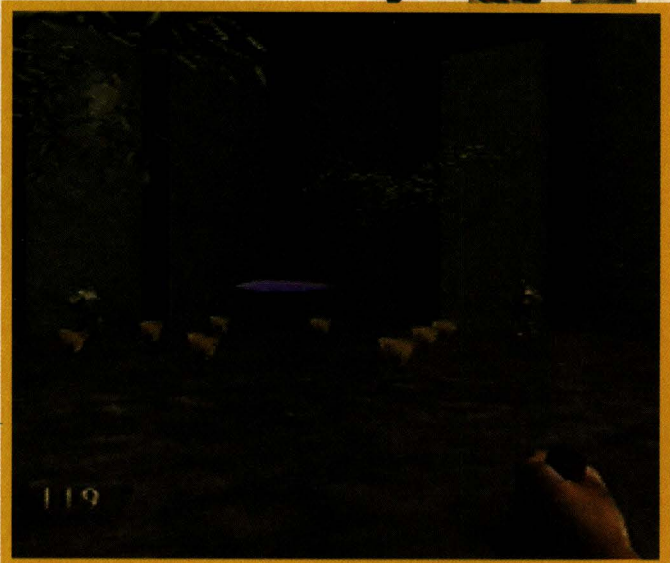
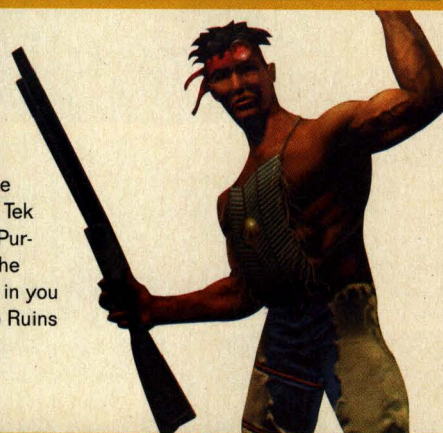
13. 3rd Level Three Key

Head through the checkpoint, kill off the soldiers on the ground and on the platforms above you. Use the ladders until you reach the top of the structure. Before jumping down the mine shaft equip yourself with the knife... there are bugs ahoj! Make your way through the mine until you reach some water. Dive in and swim until you reach the pillars. Jump from pillar-to-pillar until you reach the top. Waiting for you will be the 3rd Level Three Key and a teleporter.



14. The Hub Ruins

After exiting the mine, take the next two teleports which will bring you to the outskirts of the Hub Ruins. Load up your Tek arrows and take out the Pur-Lin guarding the end of the tunnel. Once that's done in you are free to enter the Hub Ruins and complete Level One.



Bonus Levels

Bonus 1

The aim of the bonus level is to pick up the Ultra Health located on top of the rafters. To get to it you'll have to head straight ahead, avoiding the swinging blades, and climb up the pillars at the other end. Walk across the rafters – take your time – and claim your prize.

Bonus 2

Pick up the shotgun. Turn on your map and navigate your way from platform-to-platform, taking out the grenade-lobbing soldiers along the way. Pick up the two health 25+'s and the box of shells before exiting.

Volume Four

LEVEL 2 THE JUNGLE

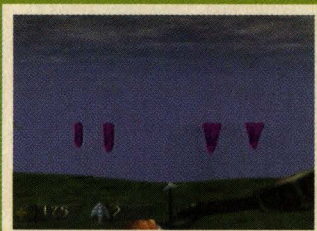
1. The Wooden Bridge

Soon after you start this level, you'll come across four pillars, buried low into the ground. Step on the first one and watch the others rise; giving you access to the ledge above. Follow the path along until you come to the broken wooden bridge. At the first break, jump down to the right and climb the cliff to gain some extra Lifeforce bonuses. Jump down between the two pillars and you'll land in a pool with some extra goodies.

Take a right from where you land to return to the start of the wooden bridge. Towards the end of the bridge there is a cave entrance burrowed into the side of the cliff. Enter this, jump onto the plateau below to use the teleporter and pick up the 10-Point Lifeforce bonuses at the other end.

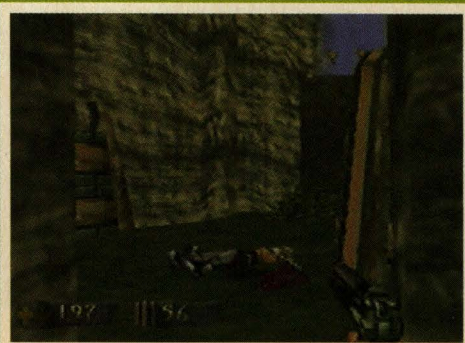


Beware gaps in the log bridges as they are difficult to see when running. Use the map to judge where to jump from, as it is easy to fall off and lose a life.



At the bottom of the first plateau is a cluster of life bonuses, good news, because now you must head across the many guarded log bridges.

Most save points are guarded by increasingly tough opponents. This poor sap didn't have a chance though – he was only armed with a blunt bit of wood...

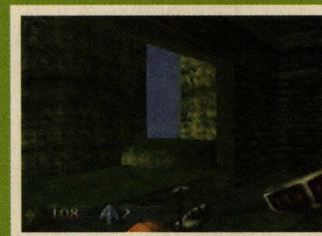


4. Secret Area

After the Checkpoint follow the bend to the left – where you see the shot gun – but be aware that the minute you pick it up you'll be ambushed by two Pur-lins. The first you can't miss (he's in front of you) but kill him quick as the other one's coming at you from behind! After dispatching the terrible twins the path will widen out.

Double back on yourself, walking around the single ruin and you'll see the entrance to a secret cave. Get out your knife

as it's full of bugs. The map doesn't work in here ('cos it's a secret area) but it is fairly short and sweet. Pick up the assault rifle and Full Health and head back out.



5. Spiritual Invincibility

Head up the plateau until you reach the stone path with the two fire-holding statues. Hang a sharp left after crossing the path and climb the cliff-face. Step on the switch inside the temple to open a secret passage outside. The teleporter inside the passage will take you to the Spiritual Invincibility.

6. 2nd Chronosceptor Piece

Head south from the temple and use you map to jump to the two lower plateaus. The second houses the 2nd Chronosceptor piece. Before you jump off from here, make sure you head to the west facing ledge, for the Lifeforce bonuses.

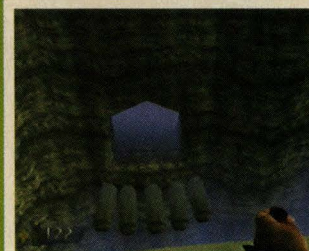


Carefully hidden below are two platforms, one with a Chronosceptor piece in it.

7. 2nd Level Four Key

Head through the Checkpoint and follow the steps around the cliffs (use you map to guide you through the jumps). Follow the path until you can see the 2nd Level Four Key, in a cave, across the ravine. To

the south, you can see the tops of some trees just touching the top of the plateau. Fall off the ledge on top of them and you'll land on a lower plateau. Enter the cave, follow the path, jump across the ravine into the other cave and pick up the 2nd Level Four Key. Jump across the ravine and follow the path round to the teleporter.



Poacher

Level: 1-6

Weapon of Choice: Anything, but preferably the knife.

Technique: Use the knife as you don't need to waste the ammo on a wimp like this – and besides, he may well cough up a Mortal Wound bonus.

Campaigner's Soldier

Level: 1-6

Weapon of Choice: Anything, but preferably the knife.

Technique: The same as the Poacher's.

Campaigner's Sergeant

Level: 1-6

Weapon of Choice: Tek Arrows, Explosive Shells, Pulse Rifle, Assault Rifle, Mini Gun.

Technique: Use any landmark for cover and let loose with a series of assaults. They tend to fire in a pattern of 3-shots, so make sure you out of their line of fire.

Raptor

Level: 1-6

Weapon of Choice: Explosive Shells, Mini Gun, Assault Rifle.

Technique: One shot from an explosive shell and the Raptor will be extinct. However, a couple of barrages from the mini gun or assault rifle will result in the same outcome.

Pur-Lin

Level: 1-8

Weapon of Choice: Tek Arrows.

Technique: There are two different types of Pur-Lin: the ones who pound their fists into the ground to create and earthquake and the ones who shoot fireballs in your general



Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Acclaim
Iguana

Game type:
Origin:

3D shoot-'em-up
USA

Released:
Price:

Out now
£39.99

8. Automatic Shotgun and Tek Armour

Exit the teleporter and take out the Sergeant guarding the Save Point. Hug the cliff-face before you take a running jump over the gap. From this point you'll be able to kill one of the Soldiers waiting for you on the other side. To get the one which is out of your point-of-view, jump across the gap and come in close to the cliff. This will allow a convenient avalanche of rocks to crush the Soldier without you having to waste ammo. Follow the path, avoiding the spring trap in the alcove, and head through the Checkpoint. As you head up the path, you'll be able to kill the

Raptors on the ledge above you, before you reach their level. Head into the temple and activate the switch in the corner. This opens a door on the other side, giving you a nifty automatic shotgun and Tek Armor.



Activate the switch in the temple and a door will open revealing some Tek Armour and an Automatic Shotgun. Now the killing starts in earnest.

9. 1st Level Five Key

Leave the temple, head around the back and cross the rope-bridge to the other side. There's a Pur-Lin guarding the entrance to the cave. The cave is full of twists-and-turns as well as Leapers, so grab your pistol and switch on your map! Towards the end of the cave you'll notice some goodies trapped behind the stalagmites and stalactites. You'll have to come back when you have the Grenade Launcher, as it's the only thing that will give you access. Jump off the cliff, into the water, after exiting the cave. Catch a deep breath and dive deep into the underwater cave. Don't waste time and energy

fighting the leapers as a Pur-Lin is waiting for you at the cave's exit. Before you exit the level, take the path to the right, behind the portal, and pick up the 1st Level Five Key. Now you're ready for Level Three.



See that portal? Walk past it to the right and there's a secret path with the 1st Level Five key at the end. You can see it above you in the water section of this level.

KNOW YOUR ENEMY

The Campaigner has a veritable army of bad guys ready to put a stop to Turok's quest. However, this guide will allow you to be well versed in his flunkies' patterns and weaknesses. Remember the Scout's motto: 'Be prepared'.

direction. Three shots to the gut with a Tek arrow will make short shrift of them.

Beetle

Level: 1-7

Weapon of Choice: Knife.

Technique: Just go mental with your knife when these pesky lil' fellas head your way.

Leaper

Level: 1-8

Weapon of Choice: Pistol, Shotgun, Assault Rifle, Mini Gun. **Technique:** Shoot them as soon as you see them leaping towards you. If they get in close, look down to take them out, as they tend to get under your line of vision.

Ancient Warrior

Level: 3-6

Weapon of Choice: Shotgun, Assault Rifle, Mini Gun.

Technique: Some have blow guns, whilst the majority come at you with clubs or poles. For the latter, use your knife. But for the others, take them out as soon as you can as the blow darts can seriously knock down your health.

High Priest

Level: 4-6

Weapon of Choice: Explosive Shells, Mini Gun, Grenade Launcher.

Technique: This guy shots fireballs at you, so it's best to shoot him whilst strafing from left to right. Two grenades will

vanquish this guy quickly and conveniently.

Dimetrodon

Level: 4

Weapon of Choice: Explosive Shells, Grenade Launcher.

Technique: They move quite slow, but their tough hide means that they're hard to kill. A few explosive shells or a couple of grenades should do the trick.

Dragonfly

Level: 4, 7

Weapon of Choice: Assault Rifle, Mini Gun, Fusion Cannon.

Technique: Shoot as soon as you see it as they come in close and can annoy like hell.

Demon Priest

Level: 5-7

Weapon of Choice: Explosive Shells, Mini Gun, Grenade Launcher.

Technique: Same as the High Priest, but these guys can teleport!

Dimetrodon Mech

Level: 6-7

Weapon of Choice: Explosive Shells, Rocket Launcher.

Technique: This variation has a machine gun strapped to its back, so make sure you're not in front of it. The best thing to do is circle around it, with out getting too close, and let it have it.

Alien Infantry

Level: 6-8

Weapon of Choice: Explosive

Shells, Assault Rifle, Mini Gun, Pulse Rifle.

Technique: Hit them hard and fast, whilst avoiding their shots. Some use their jet packs, so be prepared to shoot them whilst they're flying and when they land.

Raptor Mech

Level: 7-8

Weapon of Choice: Explosive Shells, Grenade Launcher, Rocket Launcher.

Technique: Use any of the above whilst strafing, to avoid the Raptor Mechs aim.

Demon Lords

Level: 7

Weapon of Choice: Explosive Shells, Pulse Rifle.

Technique: Jump over their red beams whilst shooting back.

Subterreaneans

Level: 7

Weapon of Choice: Explosive Shells, Grenade Launcher.

Technique: Circle them at a distance and keep close to walls. Patience pays off so don't rush into it and end up dead.

Killer Plants

Level: 7

Weapon of Choice: Explosive Shells.

Technique: Strafe to avoid the barbs and shoot back.

Attack Robot

Level: 7-8

Weapon of Choice: Explosive

Shells, Grenade Launcher, Rocket Launcher.

Technique: The yellow robots are slightly tougher than the red. Avoid hand-to-hand confrontation as they wield a vicious axe.

Triceratops

Level: 7-8

Weapon of Choice: Explosive Shells, Grenade Launcher, Rocket Launcher, Alien Weapon.

Technique: Strafe and fire whilst avoiding its own gunfire as best you can. Only use the rockets and grenades if there is a reasonable distance between the pair of you, as your own health will take a knocking too.

Cyborg Warrior

Level: 8

Weapon of Choice: Explosive Shells, Pulse Rifle.

Technique: A couple of burst from the pulse rifle should quickly vanquish this persistent foe.

Cyborg Sergeant

Level: 8

Weapon of Choice: Explosive Shells, Pulse Rifle.

Technique: Same as above, but you'll find that these guys are a little bit tougher.

Sludge Beast

Level: 8

Weapon of Choice: Explosive Shells, Pulse Rifle, Grenade Launcher

Technique: Keep your distance and use the grenades. If the beast comes up close your best bet is to use the pulse rifle.



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Turok: Dinosaur Hunter

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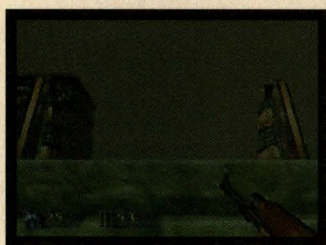
Volume Four
LEVEL

3 THE ANCIENT CITY

1. Secret Area

Head straight ahead from the beginning of the level until you come to the two rows of three columns. Diagonally jumping onto the columns below will result in an Ultra Health. Climb either one of the two sets of steps to reach the first part of the Ancient City.

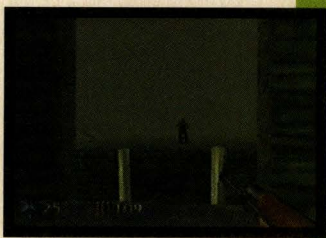
Remember that you can reach Lifeforce bonuses on high vantage points by jumping on them from a higher level. The secret area is located in the pool, between the two sets of buildings. Enter the water and head toward the wall – you'll notice a small gap which you can swim under.



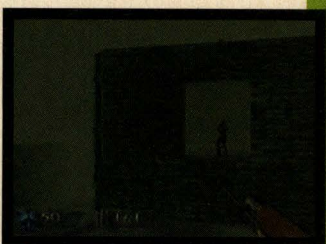
There are Ultra Healths to be had on top of the first few pillars in this level, but the real goodies are to be found in the pool between the buildings at the top of the first set of steps.

2. The Rooftops

The two sets of buildings, on the western and eastern sides of this first part of the Ancient City have lots of useful items within them. To gain access to the west side of town, you'll need to climb the steps to the higher level and jump onto the nearest building from this vantage point. Access to the east side is gained by climbing one of the ladders conveniently propped against selected buildings.



Ladders are to be found propped up against most of the huts containing power-ups.



Before you jump, make sure all the doorways are cleared of blow-pipe-toting enemies.

3. Secret Area



After you've picked up all the items from the rooftops, head on up to the next level of the city. When you arrive at the top you'll be faced with the back of a pyramid. Head around to the front and climb its steps. As you face the pyramid, if you look to the right you'll notice a crack on the eastern side. Jump down here and you'll pick up three 10pt Lifeforce Bonuses.

After you've picked up all the items from the

4. Spiritual Invincibility

Head back down the pyramid and you'll notice the two buildings on either side with cages in them. To gain access to these, you will have to kill the Pur-Lins, lurking behind the buildings. Walk further up until you come to the large building with an alcove entrance. Floating above the alcove is a Spiritual Invincibility. To claim this, you have to climb the palm tree to the left, as you face the Spiritual Invincibility. From this vantage point, use the map to jump onto the ledge beneath the Spiritual Invincibility.

5. 3rd Level Four Key

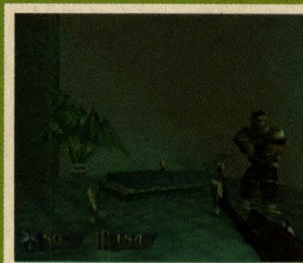
Enter the building where you picked up the Spiritual Invincibility from. Inside there is a teleporter and a Save Point, the latter is guarded by a Sergeant, so be careful. The teleporter takes you to the top of the building. Use the map to hop up onto the ledge and then jump down, to the west, onto the nearby roof. Head straight ahead and jump onto the ledge. You will be ambushed several times as you head down the ledge, including a couple of Pur-Lins, so get the Tek arrows ready. The 3rd Level Four Key is in the building at the end of the ledge.



6. Secret Area

After picking up the 3rd Level Four Key, head round the back of the building where the Save Point is. Follow the sets of steps directly up, until you reach the next level of the Ancient City. On the upper left ledge, as you enter, there's a Sergeant taking pot shots at you. Climb the tallest palm tree and jump from the top onto the ledge where the Sergeant is. Step on the switch he is guarding to activate the steps on the lower level. Check out both temples on either side for switches and pick up the goodies therein. To get inside the temple with the Pur-Lin you need to head down the steps which the switch opened. Take the right fork at the

crossroads and enter the water. Head to the right-hand corner and dive under the crack in the wall. Follow the path up, until you enter the temple where the Pur-Lin lies in wait.



Kill the Sergeant and then step on this switch which opens steps down below.

7. 3rd Level Five Key

Head back to the crossroads underneath the steps and head north until you reach the teleporter. Enter this and head forward when you arrive in the new location.

The 3rd Level Five Key is guarded by a pack of Raptors, in the middle of the four sets of steps. After picking up the key, move straight ahead into the temple. Go down the steps and you will find two Pur-Lins guarding access to the lower level. Killing them will open the doors. The teleport is on the middle of the ledge which you need to jump onto.



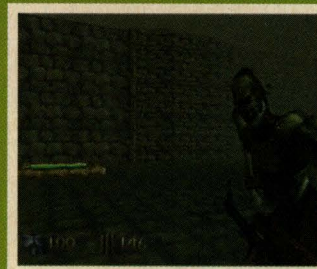
Pur-Lins shoot fire as well as creating earthquakes.

8. The East Ledge

After taking the previous teleporter you will find yourself back in the part of the city where you picked up the Spiritual Invincibility. This time, however, the pillars guarding the central teleporter have now dropped. Enter this teleporter and you will find yourself transported to the eastern ledge. Mid-way down the ledge you will see a large gate. To open this you need to go to the building at the end of the ledge. After killing the Pur-Lin, hit the switch and run back to the gate before it closes. Enter the teleporter.



Blasting this Pur-Lin allows you to hit the switch it was guarding and this opens up the large gate on the east ledge.



After opening the large gate, rush back the way you came and jump into this teleporter.

9. Secret Area

Head toward the left of this area and you'll come to a Leaper-infested pit. Jump down into it, killing them all as you go and make it to the other end to pick up the Full Health. The teleporter here will deposit you back to the top of the pit. Head up into the temple and dive into the moat. Swim through the entrance at the bottom and follow the path up to the plateau. Follow the path around and step on the switches to raise the pillars. Again, it would be a good idea to use your map to play hopscotch on the pillars. After the last jump, before the path winds up to the next level, jump onto the pillar next to the house below. This will give you access to the rooftop and the Lifeforce bonuses on the Secret Area ledge behind it.



Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Acclaim
Iguana

Game type:
Origin:

3D shoot-'em-up
USA

Released:
Price:

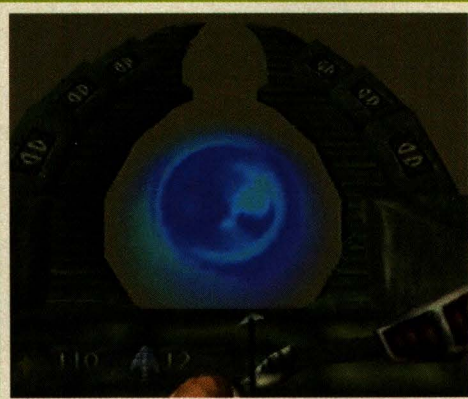
Out now
£39.99

10. 3rd Chronosceptor Piece

Head back up to the path and follow the bend to the next level. Beware of the spear traps in each of the alcoves to the right. Keep to the left as you approach. The switch between the four pillars opens the entrance to the cave below, so jump down, kill the Pur-Lin as quick as you can and enter the cave. The teleporter inside here will take you back up to the switch. The next bit is tricky, so make sure you use the Save Point. Use the map to jump from pillar-to-pillar over the bottomless canyon. When you reach the T-junction, head left and down. At the bottom left corner you will see a vine covered wall. Jump for this and

it will lead you to a Pur-Lin and the 3rd Chronosceptor Piece. The teleporter will take you to the temple in the middle of the canyon. Behind the level exit is a secret area which isn't indicated on the map. You can access this by either following the pillars around, or by jumping off the back of the temple onto the ledge. The lift next to the wall will take you back up to the level exit.

This level portal is found at the top of the temple surrounded by pillars. The jumping here is scary stuff.



BOSS THE HUMMERS

Before entering the central pit, pick up the items in each corner of the moat (under the water).

To begin your confrontation with the bosses, touch the forcefield in the centre of the pit. You will first have to take down the two Hummers (trucks) one at a time. These are easy to dispatch if you follow the following method:

1. Avoid getting in front of the Hummers as they will either drive into you or shoot you.
2. They adopt an easy to follow driving circle, so aim to get inside that and track them round.
3. Use Tek arrows or your assault rifle for the best results.



As soon as the Hummers appear, run in circles and shoot them as they try to run you over.

BOSS LONGHUNTER

With the Hummers out of the way, Longhunter enters the fray... and this guy is seriously bad news.

There are two ways to dispatch Longhunter.

1. The first method involves running backwards, dodging his boomerangs and shooting him with Tek arrows or your assault rifle – or anything else that's to hand!
2. The other method is to get in close. Longhunter will demonstrate an unexpected tendency for fair play and so forth, putting away his weapons and attempt to kill you with his jumping kicks. When he tries this, back off only slightly and unleash a Tek arrow and/or assault rifle barrage. He'll be flat on his back in no time. With Longhunter dead you can now pick up the 3rd Level Five Key and Pulse Rifle.



Kill this guy by letting him use his fists – then you use guns!

LEVEL 4

THE RUINS

1. 1st Level Eight Key

From the start of this level, head behind the entrance portal and jump off the cliff into the water below. Follow the left wall of the cliff, passing under the bridge, until you come to deep water. Dive down and follow the path into the cave. This is infested with Leapers so don't delay and head straight for the teleporter at the other end of the cave. When you arrive at your new destination, drop off the end, onto the ledge below. Use the map to navigate your jumps from ledge to ledge. When you reach the plateau with a checkpoint, jump off the edge onto the ledge below. The cave has several Lifeforce bonuses and a teleporter. After entering the teleporter, follow the ledge around until you return to the checkpoint. Items on ledges may seem inaccessible, you will be able to reach them from the higher level. You will eventually reach a teleporter at the end of this part of the level. Entering this will take you back to the entrance portal, on the ledge just above it. Kill the Sergeant and pick up the 1st Level Eight Key.



To get the key above the start portal, follow the water to the left and head through the caves. Then you must jump from ledge to ledge.

2. 2nd Level Six Key

After picking up the Key, jump off the ledge and cross the bridge; killing the soldiers either side of you. Continue forward until you come to a wall. Follow this around to the right until you come to the edge of the cliff. To the left is a thin path. Follow this round until you come to the area with the enemy statues. When you enter, they will come to life and attack you. However, you can save yourself from a lot of hassle by running away after they come to life – let them fight amongst themselves! When you think it's safe, steam in and take out the winner (usually the Pur-Lin). The switch opens the



High Priests are real buggers to kill because they constantly shoot fireballs at you. The best tactic is to hide around the corner, then leap out using the strafe button and get as many hits in as possible. Or use grenades of course.

forcefield, giving you access to the teleporter. Each of the High Priests in this area guard a gate. When they die the gates will open and you can pick up the 2nd Level Six Key. Before leaving through the teleporter, there is a secret area to the right as you face the teleporter. Walk through the wall of that area to enter it.

3. Mini Gun

The teleporter from the last part of the level will drop you off by the lava pit with the exit portal. If you walk straight away from it you will find yourself back in the area you walked through to get to the statues. This time, instead of heading left, you now need to go straight ahead until you reach the collapsed bridge. Use your map to fall off the edge, onto the right-hand surviving support. Down to the right, on the other side of the ravine, is a path. Do a running jump off the support onto this. Follow the path round the cliff and climb the vine covered wall. You will arrive at the back of a building. To get the mini-gun on the roof, you need to jump onto the broken walls and reach it from there. There is a Pur-Lin waiting inside the building so make sure you haven't got your back to him when you come round to the front of the cliff! You now need to jump back over to the bridge support on the other side. Jump from here to the support opposite and, from there, onto the ledge with the vine covered wall.

There's a mini gun waiting on the other side of the broken rope bridge, but there's also a Pur-Lin in the building where it's hidden.



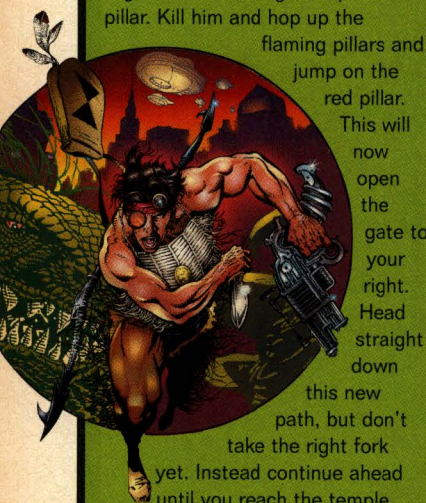
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What's that shimmering magical light? Why it's a secret cloud plinth. Follow them to a grenade launcher.

4. Invisible Path

Facing the bridge, head to the right and go through the Checkpoint. You'll come to a clearing with a High Priest standing on top of a pillar. Kill him and hop up the flaming pillars and jump on the red pillar. This will now open the gate to your right. Head straight down this new path, but don't take the right fork yet. Instead continue ahead until you reach the temple with the High Priest. Kill him and head up the steps. Save your game and walk off the edge of the temple, towards the 10pt Lifeforce. A shimmering light will appear beneath you, indicating that you are on the invisible path. Follow the path through its twists and turns and pick up the Grenade Launcher on top of the pillar.



6. 1st Level Six Key

Take the fork you didn't take when you first entered the area. Kill the Pur-Lin to open the gate and take the teleporter. Jump off the ledge into the small maze. Use your map to navigate your way through it and kill the two Sergeants guarding the cave entrance. Use your map to navigate the maze, killing the bugs and Leapers along the way. The end of the maze is guarded by a Pur-Lin Mech, who is a little tougher to beat than your run-of-the-mill Pur-Lin. Prepare to be ambushed a couple of times as you enter the building. Climb up the steps on either side of the building and kill the Sergeants to collect the 1st Level Six Key. The Lifeforce bonuses on the surrounding ledges can be reached by diagonal jumping.

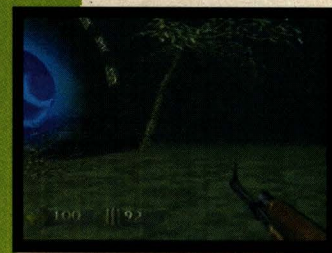


7. 4th Chronoscepter Piece

Exit the cave by the way you came in and climb the vine covered wall to leave the maze. Head back into the area where the invisible path is and go to the area with the eight teleporters arranged in a circle. All but one of these teleporters will deposit you in a lava pit. Take the far left teleporter, as you enter the area, to escape being fried. The teleporter will drop you in a pool. Jump out and drop off the ledge into the maze. Use the map to find the secret area with the grenade launcher before heading down the corridor to the Save Point. Use caution as you walk past the first row of fire-breathing faces and enter the secret area, on the right-hand side as the corridor bends round. Then head down the second part of the corridor to the room with the switches. Go straight into the other room and kill all the bugs before entering the teleporter. You will be deposited in front of a waterfall. Take the ledge on the outside wall and jump off the end onto the top of the waterfall. The lift in the middle will take you up to the 4th Chronoscepter Piece, but be warned that the four stone Leapers will come to life when you step on the lift. These guys are extremely difficult to kill, so don't even try! Just pick up the piece and jump off the side of the waterfall. Go through the teleport and go back to the room with the switches. Each of the four switches temporarily raises the pillars. So you'll need to move quickly to reach the top.



LEVEL 5 THE CATACOMBS

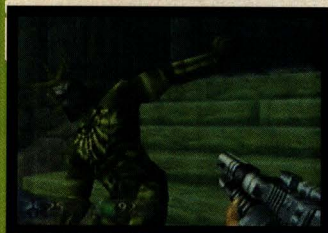
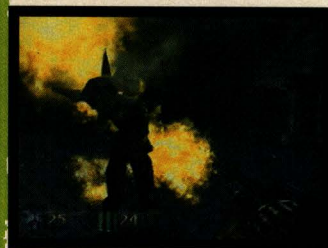


The entrance to the Catacombs is beyond the portal.

1. 2nd Level Eight Key

When you appear at the start of the level head behind the entrance portal. On the right-hand side, as you face the ledge, there is a cave with a backpack inside it. Collect this and then take your first steps into the Catacombs. Go through either of the switch-activated doors at the bottom of the steps (they lead you into the same room) and kill the High Priest. Don't fall into the pit he is standing on. You need to fill it with water and swim down to face this level's boss later.

Instead, turn around and head up the steps and follow the path until you reach the room with the swinging blades. Carefully walk across the log bridges in both rooms and continue along the path. You will eventually meet a High Priest – kill him and pick up the 2nd Level Eight Key.



Damn those high priests – they get everything don't they?

2. 5th Chronoscepter Piece

Go back to the bottom of the stairs where you came in and head right. Take the first right, go forward to the switch, step on it and enter the room. Swim through the brown

5. The Three Pillars

Facing the pillar where you picked up the grenade launcher, turn right and enter the area with the three pillars. The switch in front of them will turn that particular pillar into a set of steps. Now comes the hard part. You can either climb up one pillar and perform a diagonal jump to the others. Or, alternatively, there are three teleports in this area that lead to each pillar and prize.



You can jump between the pillars (top right) or use the teleports. The maze (right) is for the Level Six key.

8. Pillar Jumping

You need to walk into the water column and swim to the top. At the top, to the right as you enter the water, there is a ledge. Jump onto this and head towards the pillars. To get to the other end you need to jump on a pillar on the same level – or just above – your current position. Enter the teleporter at the other end and you will return to the Hub Ruins.



Once past the infuriating jumping pillars section, this friendly teleporter will take you to the Hub Ruins. Thank goodness!



Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Acclaim
Iguana

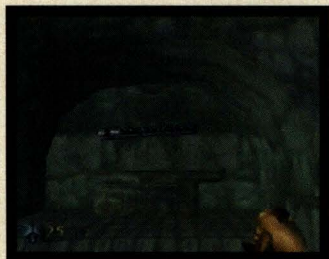
Game type:
Origin:

3D shoot-'em-up
USA

Released:
Price:

Out now
£39.99

water – avoiding the Leapers as best you can – and exit at the other side. Turn right and crawl through the drain at the bottom of the wall. Step on the switch in the room you arrive in and exit through the open door. Turn left and keep an eye out for another drain on the right-facing wall. There are a number of dead-ends in this passage so follow this route: first right, next left and then right again. Enter the water filled corridor and, at the end, defeat the High Priest. Once he is beaten, pick up the 5th Chronoscepter Piece and exit by the drain you came in.



You will need to defeat another High Priest to get to this fifth piece of the Chronoscepter.

3. Main Switch Room

After coming out of the drain, head right, down the path. You'll come into a room with Ancient Warriors taking pot-shots at you from above, on some ledges. Take the steps up and walk across the ledge to the other end of the room. You'll come to an adjacent room with Lifeforce bonuses scaling the wall. There are footholds on the wall so you can climb up. At the top, use the Save Point and turn around to face into the room. The Health bonuses that trail down lead into a teleporter, so jump down onto this. You will now find yourself transported into the Main Switch room. Step on the switch in front of you and one of the pillars in the tar rises up. You need to get to the left and right-hand sides of the room and activate the switches to create a staircase to the room opposite.



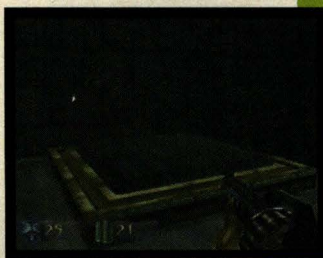
4. Spiritual Invincibility

Turn right down the stairs, out of the Switch room and follow the path, killing the Leapers and Ancient Warriors as you go. On your way through these tunnels there are a number of areas where Pur-Lins will come bursting through a wall to attack you – so be well prepared! After killing the first Pur-Lin you are ambushed by, head through the tunnel where he came from and kill the High Priest at the other end. The Spiritual Invincibility is on the wall above him. Turn around to face the direction you came into the tunnel and take the right fork. You will find yourself back in the Switch room so activate the next switch.

Pur-Lins attack you by crashing through the wall!



Followed by High Priests with flaming skull sticks.



Yes you guessed it, this is a switch and it helps create a stepping stone.

5. Particle Accelerator

Head back the way you came until you are back in the tunnel where the first Pur-Lin ambushed you. Turn right and follow the path round until you reach the steps leading down into a Leaper infested pool. At the top of these steps, look down to the right and you'll see a ledge. Jump onto this and activate the switch. Now dive into the water and follow the path until you reach the particle accelerator.



6. 3rd Level Six Key

After picking up the particle accelerator you now have to head back to where you arrived at the Main Switch room. This time,



Pesky Dragonflies will attack you as you try to get the Level Six Key. Obviously you must kill them.

The teleporter is guarded by a High Priest who won't take no for an answer! Once through the teleporter you can climb top to the top of the central building and get the Level Six Key.

however, you take the left path. Follow the winding path until you

reach the left side of the Main Switch room. Activate the switch and you can now jump up the pillars to the Ultra Health. Follow this new path until you come to the teleporter. Unsurprisingly, this is guarded by a High Priest. The teleporter will take you outside. Follow the wall around to the right and head down the hill. Go through the Checkpoint, up the stairs and into the water. Face the side of the central structure with the footholds. You will have to jump onto these, as it is difficult to grab hold by swimming into them. Pick up the 3rd Level Six Key at the top of the structure.

BOSS MANTIS



With the Level Six Key in your possession, jump onto this switch to drain all the water out.



Arrghhhh! It's the Mantis boss, and he breaks down walls to eat you.

Jump from the structure onto the switch below. This will drain the water out of the pit and into the Catacombs. Follow the water and enter the drain which will take you to the pit at the first part of the game. Dive down to the bottom and follow the tunnel until you reach the Portal. Save your game and prepare for battle! The stone statue, behind the 3rd Level Eight Key, is the Mantis. As you approach the key, it will fall into the floor and Mantis will spring into life. The best thing to do is run backwards and keep Mantis in your sights. The best weapon to use at this stage is the mini gun or pulse rifle. Eventually he'll flash green and fly off, knocking all the walls down as he goes. Don't lose your cool. Keep running backwards off-loading grenades, Tek arrows, mini gun rounds, whatever you have at the time. There are supplies dotted around the area, but don't be distracted! Mantis will

more than likely descend from the ceiling; spewing some toxic gunk all over you. Leap out of the way and keep shooting. There really is no real tactic – just keep it in your sights. With Mantis dead, you are now free to pick up the 3rd Level Eight Key and exit the Catacombs.



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turn over for more...

Volume Four

LEVEL
6

THE TREETOP VILLAGE

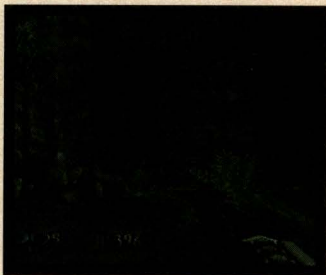
1. 1st
Checkpoint

Gather useful power-ups and ammo behind the entrance portal to the Tree Top level.

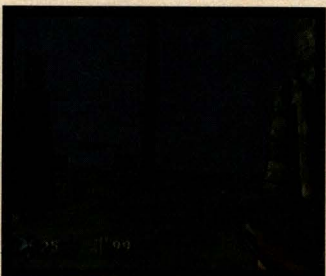
After your battle with Mantis you will probably be short on ammo, so at the beginning of the level, double-back behind the entrance portal. Jump down onto the ledge, on the left-hand side and pick up the mini gun and shotgun shells. Climb back up to the entrance portal and follow the path round.

Drop down to this ledge for all the power-ups you need to feel confident for the rest of the level.

Be aware of ambushes from above, in front and behind. As you approach the 1st Checkpoint, a Pur-Lin will jump down and ambush you.



A Pur-Lin waits for you near the first checkpoint (above). Once past it, there are two routes around the cliff (below).



2. 1st Teleporter

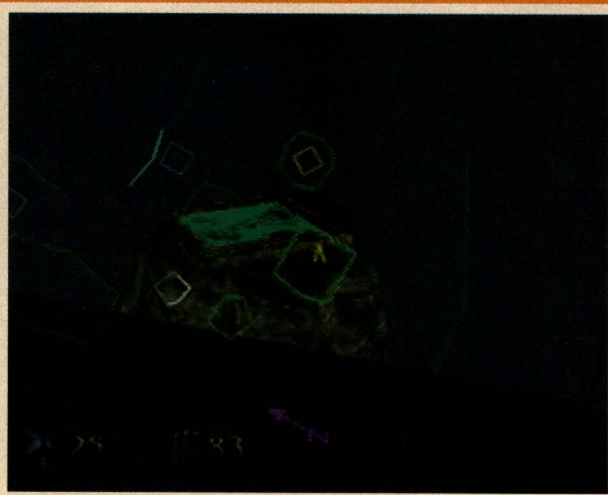
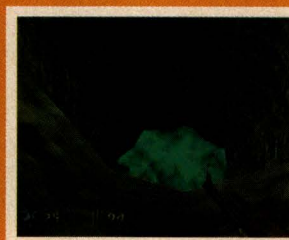
After passing through the Checkpoint you now have the choice of two paths, leading to the same location. If you continue straight ahead, on the easier path, you won't pick up any extra items. However, if you jump down to your left, onto the series of islands, you'll pick up extra ammo and Lifeforce.

The latter is the more difficult route but the use of the map to guide your jumps will help enormously. Whatever route you take, you will end up on the other side of the cliff. From here you have to jump from log bridges, islands and ledges to reach the

teleporter. Take your time and carefully find the nearest ledge/island to jump to. You will have to use your sniping skills to take out the Soldiers and Sergeants in the caves and on ledges. Eventually you will reach an island with a pit in the centre.

A teleporter is at the bottom of this pit and it will take you across to the other side of the ravine. From here it is a relatively simple matter of hopping from island to island (without getting impaled on the spikes) to the exit teleporter.

This section requires caution and diligence because of the many jumps you have to make.



Of course you should use the map throughout this section to help you judge jumping distances.

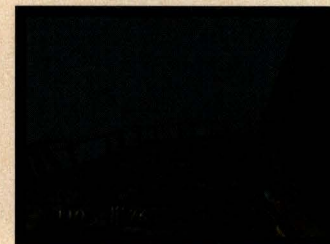
3. Alien Weapon

The teleporter will deposit you on an island with a Checkpoint. You will have to go through this and jump down onto the island below. However, there is a gate protected by a Pur-Lin Mech, so jump down ready to fight. After dispatching this particular bad guy you can now go through the gate into the water and face a new enemy: the Alien Infantry.

They are patrolling the islands, surrounding the water, and are easily taken out with a few rounds from your assault rifle. However, try not to get in their line of fire or you could find yourself on the business end of an alien weapon.

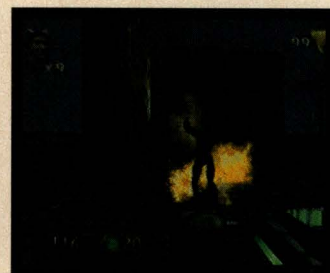


Toward the end of this area there is an island dominated by a large tree with gnarled roots. Come back here in a moment – but first go over this and continue onto the next island. There is a Save Point tucked away in the corner. Facing back the way you came in, turn left and dive down into the secret cove, between

4. 3rd Level
Seven Key

Now you're up in the first section of the tree top village. Spooky isn't it?

The large tree on the island is hollow. Swim underneath and climb up it until you reach the top. Follow the wooden path until you reach the second large platform. Killing the High Priest will open the wall to the left. Continue through here until you come to the Checkpoint before the crossroads. Turn right at the crossroads and follow the path until you reach the hut guarded by Sergeants. The 3rd Level Seven Key is within the hut. After picking it up, head back to the crossroads.

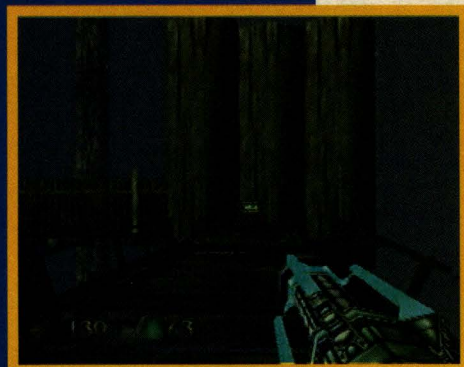


High Priests guard the large log walls that divide each village section. Blast them to clear the way.



Alien Infantry guard the water section just before you find the save point. You must climb the large tree from the inside to progress here.

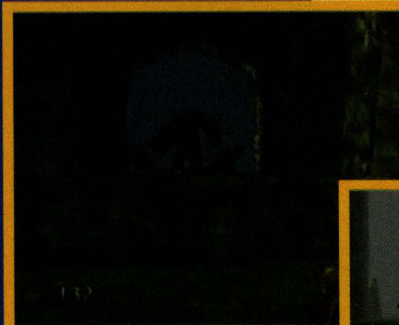
the cliffs. Hidden in the water is an alien weapon, carelessly left behind by one of the bad guys. It's payback time!



There is no High Priest to kill here, just step on the switch to open the log wall. Remember when running along tight village walkways not to jump or you may plummet into the depths.

5. 4th Level Eight Key

Return back through the underwater cave to the area with the moving pillars. Jump up to the top of this area. You now need to jump onto another set of pillars and kill the Demon Lords. Waiting for you at the end is the 4th Level Eight Key. Exit the area through the adjacent teleporter.



Who is this mysterious thing in black? Oh right, it's another bloody Pur-Lin!

6. Spiritual Invincibility

After exiting the teleporter follow the path round, keeping an eye-out for a Pur-Lin ambush. Before opening the gate, pick up the Spiritual Invincibility as three Pur-Lins are waiting for you on the other side.

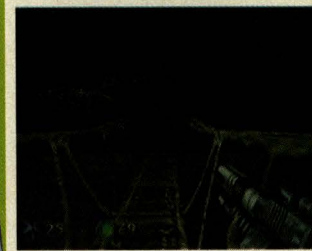


When you reach the rope bridge (right), turn left and leap across to a tiny ledge which is just visible on the map. This is the way to the Level Key.



7. 2nd Level Seven Key

Follow the path until you reach the area with all the huts. There are a lot of supplies to be had here but, of course, it is well defended by Ancient Warriors. Continue on the trail and kill the Pur-Lin to open the gate he is guarding. When you reach the rope bridge, jump down to the left ledge. Jump to the next ledge and enter the cave. Carry on up the hill, pick up the rockets and jump to the next platform to pick up the 2nd Level Seven Key. To get back to the rope bridge from here, you need to jump toward the broken bridge on the left.



Once past the ledge, jump across the platform to the small tree platform with the key on it. This is the only route.

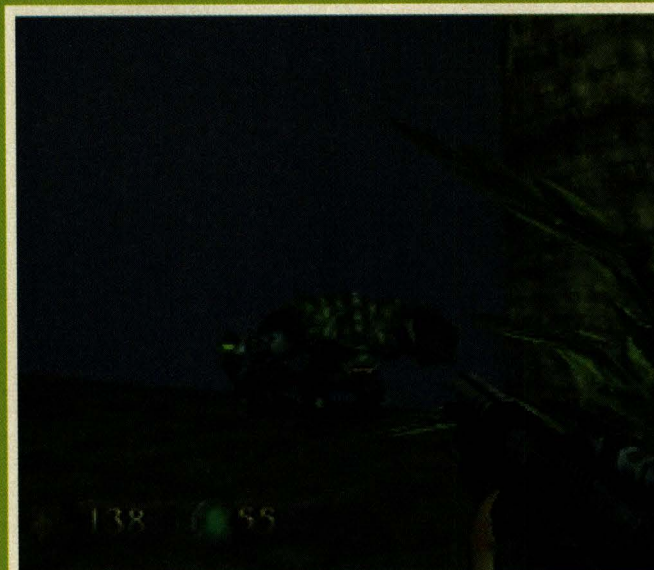


8. 1st Level Seven Key

Cross the rope bridge and go up the hill until you reach the building. There is a lower ledge beneath the building with a teleporter that leads to the centre hut. Waiting for you there is a rocket launcher. After collecting this item, return to the big building and enter the teleporter. You will appear in a cave. Exit the cave and follow the path down the hill. Defeating the High Priest that waits for you will open the gate behind him. Go through the gate, follow the path and pick up the 1st Level Seven Key.



So this must be the 1st Level Seven Key then?

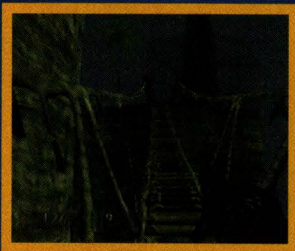


Pur-Lins - always a pain when you're low on ammo. Luckily we have a pulse rifle, so who's laughing now?





What a surprise! To stop you leaving the level there is a High Priest blocking your path across the rope bridge. Side-step him - you don't want to get hit by those flaming skulls.



The rope bridge leads to the exit portal, but there's one thing to do first...

9. 6th Chronoscepter Piece

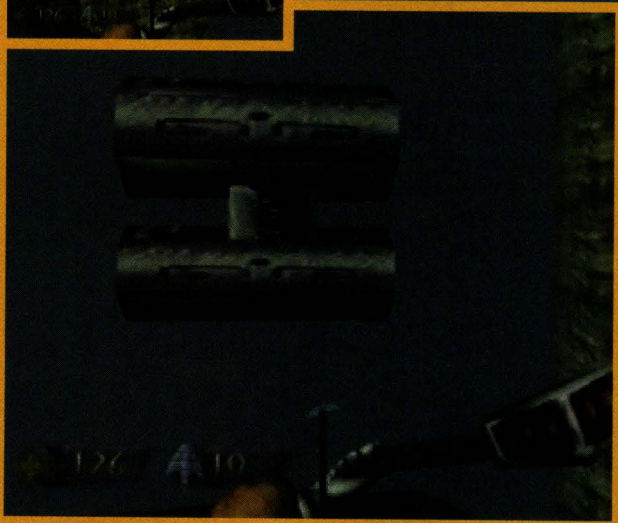
After picking up the last key, head down the hill and follow the path to the rope bridge. Cross the bridge, but before exiting through the portal, go to the left and jump down onto the lower ledge. Jump from here, to the next ledge and pick up the 6th Chronoscepter Piece. You have now completed Level Six and can exit through the portal.



Peak over the edge of the last ledge and you'll see a floating platform. Must be something hidden down here, right?



And lo and behold just across the platforms is the 6th part of the Chronoscepter. You can actually see this bonus much earlier in the level.



LEVEL 7

THE LOST LAND

1. Fusion Cannon

From the beginning of the level, follow the path until you reach the cave with skulls in front of it. Pass through the Checkpoint into the teleporter. You will appear in an area over-run with Alien Infantry.



Each one of them that you kill causes a pillar to rise in the central pit. Jump from pillar-to-pillar and enter the teleporter at the other end. Walk forward at the other end to lower the logs. Continue on the path and pass through the next Checkpoint. Keep to the left of this area and fall off onto the ledge with a switch. Activate the switch and climb up the vine-covered wall to the new opened path. Kill the Demon and Demon Lords to pick up the Ultra Health. Pass through the cave and jump down to the next platform on the right. Kill the Triceratops to cause several platforms to drop down so you can reach the ledge above. Jump from platform-to-platform to collect the fusion cannon.



So this must be a secret area then, better use it then hadn't you?

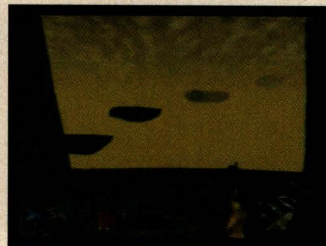


This ugly guy guards the secret route through the mountains ahead.



2. 1st Save Point

After collecting the fusion cannon, jump back to where you came and continue straight ahead. Kill the Demon Lord to summon a chain of platforms. These will enable you to reach the teleporter at the other end. When you appear at the other



end, go forward to the wall and turn left. Jumping up to the next section will bring you to the Save Point.



Shoot the Demon Lord to uncover a set of floating platforms which lead up to the next teleporter.

3. 7th Chronoscepter Piece

From the Save Point, turn around and head back the way you came. Jump over to the next section and follow the wall to the left. There is a fake lava pit which has a fusion cannon at the bottom. After picking this up, head across to your right and pick up the Spiritual Invincibility. Then continue to your left until you reach a large drop. Leap off here and follow the stairs into the cave. Go forward through the Checkpoint and head up the hill. When you reach the area with the pillars moving up and down, jump into the lava and follow the left wall to the platform. Get out of the lava and head forward until you reach a pool. It may





Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Acclaim
Iguana

Game type:
Origin:

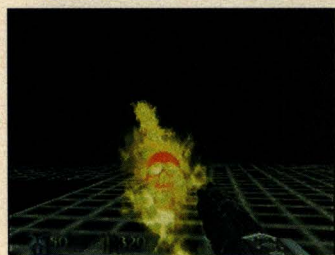
3D shoot-'em-up
USA

Released:
Price:

April '97
£69.99

4. 4th Level Eight Key

Return back through the underwater cave to the area with the moving pillars. Jump up to the top of this area. You now need to jump onto another set of pillars and kill the Demon Lords. Waiting for you at the end is the 4th Level Eight Key. Exit the area through the adjacent teleporter.



Lots of Demon Lords fight you in this dark Tron-like level. Watch the edge Turok!

5. The Subterraneans



Problems with worms?

well you better climb this cliff face and shoot the crap out of them.

From the teleporter, head to the right. Climb the cliff and fight the Subterraneans that erupt from beneath the ground. Keep to the edge of the cliff if the action gets on top of you. Enter the teleporter at the other end of this area. Pick up the Tek armour and then kill all the Subterraneans.

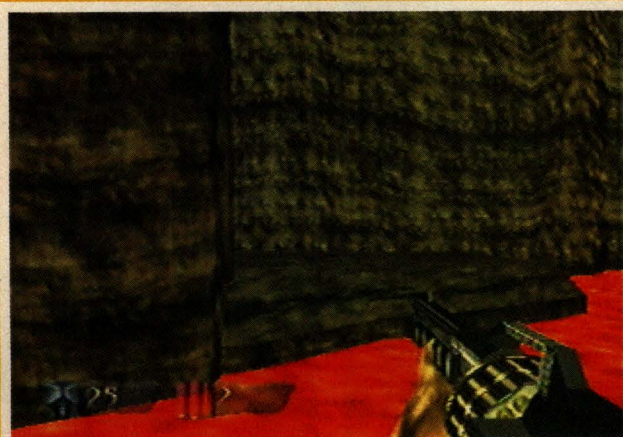


The 7th Chronosepter piece is hidden in a fake lava pool and through a long underwater cave. The teleporter to the next stage is also here.

look like lava but it's safe to jump into. Dive down and swim through the cave until you reach the other side. Quickly break the surface and exit the pool. Continue through the cave and pick up the 7th Chronosepter Piece.

Blast this Demon Lord and then use the teleporter near here. He is far more powerful than the usual ones.

This Demon can be zapped from afar. Which is nice.



When they are defeated, you can leave the area. The second teleporter will transport you to the fortress on the other side of the ravine.

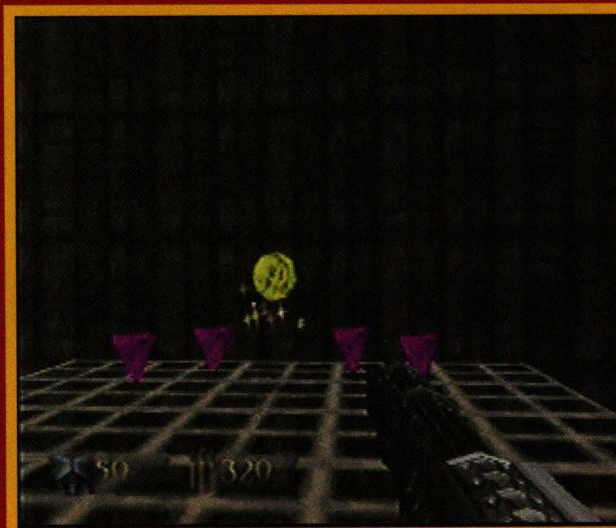
This teleporter will transport you to the fortress on the other side of the chasm. Good job too, as there is no other way across!

6. 5th Level Eight Key

The previous teleporter will deposit you in an area crawling with Alien Infantry. Head forward through the Checkpoint and follow the right-hand wall until you reach a switch. Activate the switch and quickly head back to the Checkpoint. You will find temporary access to a new path. Follow this route until pick up the 5th Level Eight Key.



This member of the Alien Infantry will fly away if you don't shoot it straight away. It fires rail gun ammo at you.



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7. Extra Weapons

After collecting the 5th Level Eight Key, turn right and collect the Spiritual Invincibility. This will make your journey through the Raptor Mechs slightly more palatable. You will reach a teleporter by a chasm. Enter this

and then face the way you came and jump from pillar-to-pillar. There are a number of powerful weapons on the pillars which you are going to need. Once you've picked them up, head back and exit through the teleporter at the end of the area.



Spiritual Invincibility

— don't leave home without it.



These Mechs fire rockets as you get close to them.

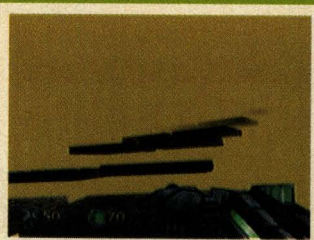


8. 8th Chronoscepter Piece

Head forward from the teleporter until you reach a gap before a structure. Hit the switch at the front of this structure to activate the lift at the back. You will need to run fast to get on the lift, or it will reset before you get there. You can reach the opposite platform by doing a diagonal jump. Continue along the path, pick up the 8th Chronoscepter Piece and stop when you reach the stairs. Before climbing them, jump off onto the ledge below. Kill the Demon Lords and pick up the special items. Continue straight ahead up the stairs and enter the water at the other end. This vantage point may offer you some protection from the Attack Robots. The level exit portal is at the end of this area.



Watch out for the gun turrets on either side of this path.



More floating platforms, this time you can't fall through them though.



Drop off the platform at the end into a huge pool of water.



The exit portal is guarded by a final large Mech with missiles.

LEVEL 8 THE FINAL CONFRONTATION

1. Ultra Health

Head forward from the beginning of the level and follow the right-hand wall until you reach the chasm. Follow this round, pick up the Tek armour and jump onto the ledge to the other side. Follow this ledge round and pick up the Ultra Health. Head back to the area you came from.



2. 1st Teleporter

When you get back to the other side of the chasm, go forward into the cave. Take the first left, next right and follow the path until you reach a ladder. Climb up this and follow the path round to the right. Take the next right at the junction and enter the room with the Attack Robots. Walking through the Checkpoint activates the lifts in the room. Head for the area marked 'Sector Two.' Follow the right wall into the room with four pillars of water. The weapons in each cubicle cannot be collected... yet. Exit the room to the right and continue to the next room. Go through the Attack Robots to the path marked 'Lift Access Two' and take the lift. Follow the path until you reach the teleporter at the end.



The four tanks containing weapons cannot be accessed yet. You have to get them from above. The teleporters (below) are significantly different to the normal ones.



3. Spiritual Invincibility

Walk through the series of doors and you will eventually come to a Save Point. Go down the nearby elevator and enter the lava-filled room with a Pur-Lin. Hit the switch in this room to open a door back out in the hall. Follow this new path and enter the teleporter. You can now collect the four weapons you saw in the room earlier. After collecting them, enter the room and pick up the Tek armour. Exit the room at the opposite side and follow the corridor until you reach another room. Jump from pillar-to-pillar to reach the centre island. Jump to the corridor on the other side and follow the path over the pit. You will come to a junction at the end of the path. On the left-hand side is the Spiritual Invincibility.

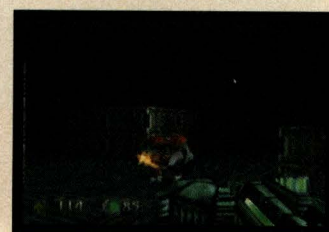


Do you gamble health to get this invincibility? 'course.

4. Secret Area

After collecting the Spiritual Invincibility, go through the Checkpoint and follow the right wall to a corridor. Go through the corridor to a large room. In this room, defeat the two Pur-Lins who rise out of the centre. When they are dead, the wall at the back of the island lowers so that you can continue on your journey. At the end of this corridor is a teleporter. At the new location, walk forward to the junction and continue straight ahead. Diagonally jump from pillar-to-pillar. On the highest platform, jump into the secret area on the right-hand side. There is a fake wall here that you have to jump through.

It all gets very similar near the end of the game. Robots and more robots.





Players
One



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

Acclaim
Iguana

Game type:
Origin:

3D shoot-'em-up
USA

Released:
Price:

April '97
£69.99

5. Sludge Beast

After the secret area, take the elevator in the nearby room with the Alien Infantry. Go around the corner and turn left to continue on to the Save Point. From here, take the stairs and follow the only path you can until you reach the water-filled room. Go through the left corridor and when you come to the open room, fall off the platform to the left. This is home to the Sludge Beast. This is the one and only time you get to confront him, so make the most of it.



6. 3rd Save Point

Before you enter the teleporter in the large adjacent room, check it thoroughly for weapons and power-ups. The largest weapons cache is on the lowest floor. When you're done, enter the teleport. When you materialise, pass through the Checkpoint and carefully dodge the laser trap. Continue down the corridor and drop down into the hole that opens in the floor. Follow the path until you reach the force lift. Using this is similar to the waterfall in Level Four. Step into it and float to the top. Now walk forward into the large room. Take the left turning and float up the different force lifts and you will reach the Save Point.



7. The Final Run

From the Save Point, turn left and float up the force lift. Follow the path until you reach the room with the robot. Head forward and follow the right wall to the maze with the pillars. Follow the right-hand wall and take the first corridor you come to. Dodge the laser trap and enter the force lift at the other end. Float to the top, go through the passage and the Checkpoint. There are a lot of enemies as well as ammo here, so be careful. Follow the left wall into a corridor and pass on through to another force lift. Float up to the passage at the top. Continue forward, pass the Checkpoint and cross the bridge. In the next room go straight ahead and take the force lift up. Collect as much ammo as you can in the adjacent room as it's now time to face The Campaigner's T-Rex.



BOSS T-Rex

At the beginning of this confrontation, shoot as much of your fusion cannon as you can at the T-Rex. Now circle it and off-load every other weapon you have (excluding ordinary shotgun shells and arrows) into its hide. When the T-Rex lets loose with its flame breath run as fast as you can away from the blast. There are ammo top-ups in the walkway surrounding the arena if things get desperate (and they



If things get desperate, you can always leg it up the walkways that surround this room. Keep shooting and the beast dies... probably will!). With the T-Rex defeated, you pick up the final part of the Chronoscepter.



Run around the T-Rex constantly and shoot at it whilst constantly adjusting your sights. The monster will shoot at you with a laser eye and flames. By circling constantly you will confuse it.

BOSS THE CAMPAIGNER



Behold The Campaigner. This is a rather disappointing bloke in a fur loin cloth who shoots lasers and darts all over the place.

As soon as The Campaigner appears, shoot him with the Chronoscepter. If you connect with all three shots, the fight will end quickly. However, if he's still standing, the next weapon of choice will be your rapid-fire items (the assault rifle and mini gun are good). Always keep The Campaigner in your sights and continue to move backwards away from him. Do not use the fusion cannon, as The Campaigner simply laughs and you're suddenly left holding the knife. There are some extra ammo supplies dotted around the arena so remember to make use of these. Once you've finished him off, you can sit back and watch the end sequence.

CHEATS

When you input a code, a Cheat Menu appears which lets you toggle cheats on/off at any time. If you then save the game, the cheats are saved as well!

Robin Mode - RBNSMTH
Unlimited health, all the weapons and big heads (the enemies' craniums are slightly enlarged).

Greg Mode - GRGCHN
The same as the Robin mode, but without big heads on the enemies.

God Mode - THSSLKSL
Unlimited health.

Infinite Lives - FRTHTHTTRLCK

Unlimited Ammo - BLTSSRRFRND

Pen & Ink Mode - DLKTDR
View the game as a series of wireframe graphics.

Disco Dancing Mode - SNFFRR

Watch the Ancient Warriors and Raptors shake their thing on the jungle dancefloor... then blow them away!

Spirit Mode - THSSLKSL
Whip around the bad guys, as they move in slow-mo, in this permanent form of the Spiritual Invincibility bonus. The strobe effect can grate after a while, so use sparingly.

Gallery - THBST
Study each character from the game at your leisure, without worrying whether they're going to kill you or not.

Credits - FDTHMGSS

The Big Cheat - NTHGTHDGD CRTDTRK
Input this and you'll access the long anticipated ultimate cheat mode, enabling all the other cheats, including previously unobtainable warps and level skips.

Quack Mode - CLLTHTNMNTN
A jab at Quake with jerky animation and bad pixellation!

All Weapons - CMGTSMGSGTS
Pretty Colours - LLTHCLRSFTHRNB
Bizarre colours.

Dana Mode - DNCHN
Shrunken enemies.

Show Enemies - NSTHMNDNT
Red arrows show enemy positions on map.

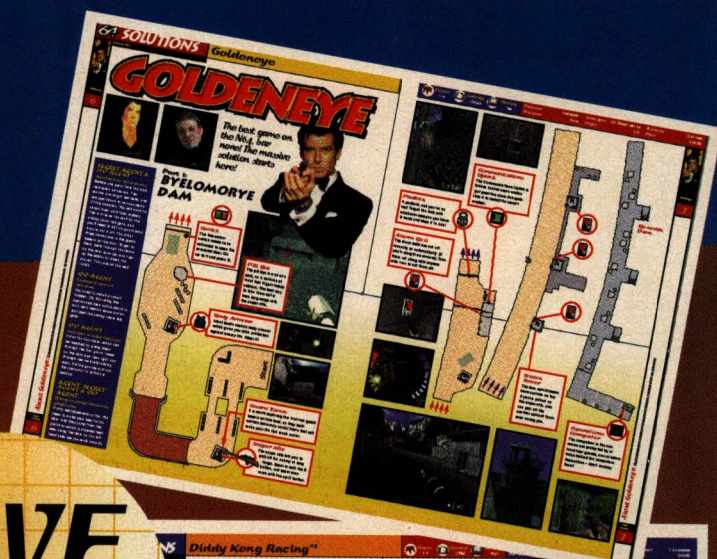


Turok: Dinosaur Hunter

115

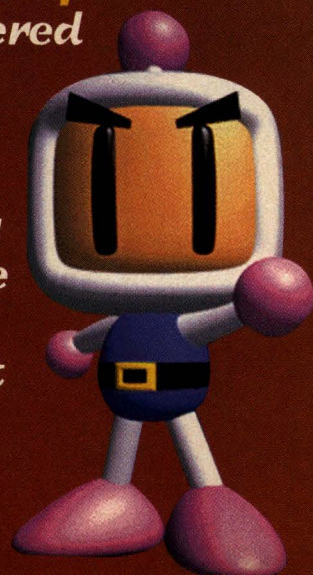
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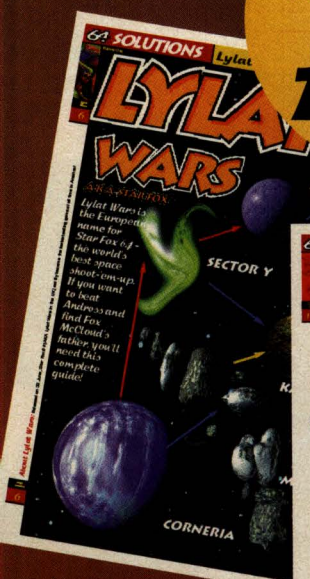
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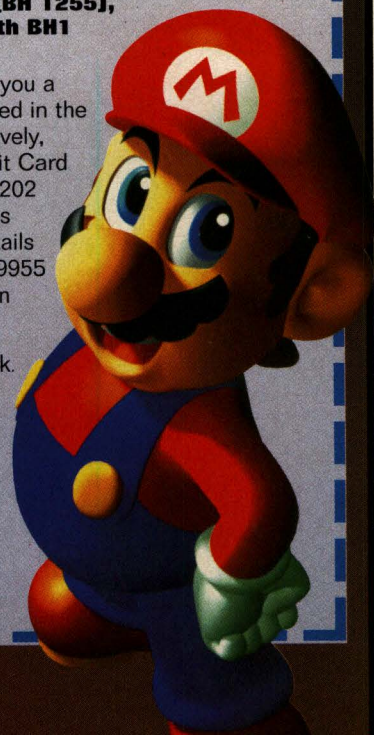
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THE COMPLETE

A-Z
OF N64 CHEATSBLAST
CORPS (US)

Deadly Doors!

Can't be bothered to mess about with all that tedious precision destruction? This cheat will help you out no end. Just drive your vehicle right alongside a building and use the Z button. Normally this would make your driver get out, but if the door is blocked he'll

CLAYFIGHTER
63 1/3

Cheat Mode

On the character selection screen, hold L and press ,C- Up, C-Right,C- Left, C- Down, B, A. The options screen should now display a cheat selection option.

Fight As Dr Kiln

On the character selection screen hold L and press B, C-Left, C-Up,C-Right,C- Down, A.

Fight As Sumo Santa

On the character selection screen, hold L and press A, C-Down, C-Right, C-Up, C-Left, B.

Fight As Boogerman

On the character selection screen hold L and press C Up, C Right, C Left, C Down, B, A.

The part of the magazine where we give you every cheat for every N64 game. We will also award a Datel memory/ rumble pack for every new cheat sent to us! Do it now!

BAKU
BOMBERMAN

An English language version will be reviewed next issue, but here's some help for those who've got the Japanese edition!

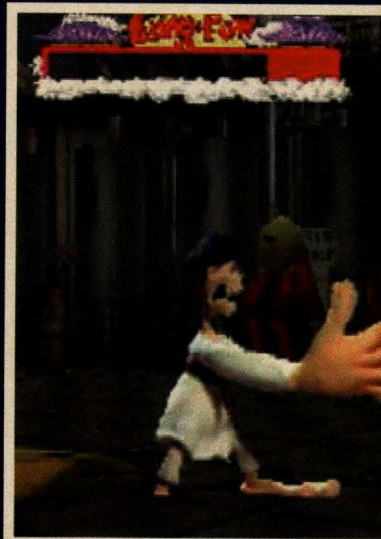
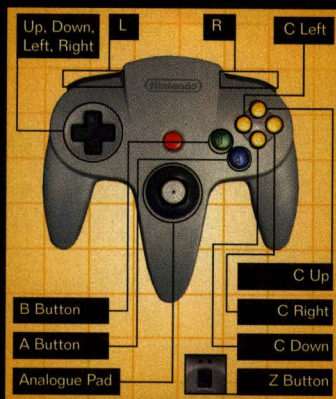
Recover Quickly

Another feature of this quirky Japanese game that isn't immediately apparent is a way to avoid being stunned for long periods. Quickly rotate the analogue stick while you're seeing stars after being hit, and you'll be back on your feet a lot faster!

Secret Levels

On the very remote offchance that you've got a special Hudson controller, you can use it to access four secret battle levels. On the title screen, set the pad's Slow Switch to position Hu and wait until you hear a sound telling you the cheat has worked.

PAD AT A GLANCE





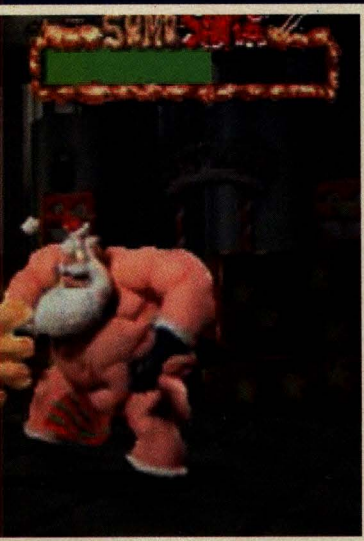
No more problems with buildings that won't explode with this excellent cheat for Blast Corps - sent in by e-mail by G Harris of Coventry!

just shout at you. Keep holding the Z button, and a few moments later the obstruction will magically explode!



Fight As A Random Character

On the character selection screen, hold L and R.



CRUISE'N' USA (US)



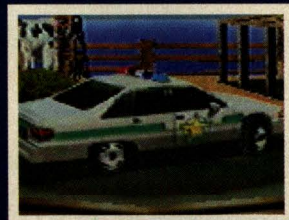
Three new vehicles for this tragic racing game.

Secret Vehicles

If you're fed up with this game (and who could blame you?), holding down the Top, Left and Bottom C (yellow) buttons on the controller while you are on the vehicle select screen will allow you to access the police car, Jeep and school bus. It's not much, but it might let you eke a little more value from this hideous game.

Disembodied Head

Get a Hot Time to bring up the Hot Times screen. After inputting your initials, go to the bottom of the list and hold left for over 30 seconds. A head will then appear on the conveyor belt, a bizarre trick which allows you to access the cheat mode.



Get this cheat working and you can have the police car sounding its siren!

Lights & Siren

If you like the police car or school bus cheat you'll no doubt be eager to activate the flashing lights on the school bus and the siren/flashing lights of the police car. Perform the Disembodied Head trick above, then during a race press Brake, Brake, Accelerate in quick succession. Timed correctly, it will activate your vehicle's special feature. To deactivate, release accelerate.

Nitrous Boost

Perform the Disembodied Head trick above, then during a race press Brake, Brake, Brake, Accelerate, Brake, Accelerate. Whenever you pass a checkpoint, you can use this cheat to get a nitrous boost. (This cheat only works on the fourth level.)



Go straight to the Whitehouse with this nifty level select cheat.

Level Access

This cheat lets you access levels not normally accessible from the level select screen (except for Washington DC which you still have play through the game for). Go to the course select screen, then hold down the following button combinations:

Golden Gate Park
Left C, Bottom C and L.
Indiana
Top C, Right C and L.
San Francisco
Right C, Bottom C and L.



DARK RIFT (US)



Play As Bosses

Completed the game with the eight standard characters already? No problem. Just enter these codes on the title screen to access the two hidden boss characters!

Sonork

L, R, C Up, C Down, C Left, C Right

Demitron

A, B, R, L, C Down, C Up

View All Endings

Want to view each character's ending without the hassle of having to play through the entire game? Then enter these codes on the title screen.

Aaron

Up, C Left, R, Right, Down, R, R, C Left

Demonica

Up, C Left, R, Right, Down, R, R, C Up

Demitron

Up, C Left, R, Right, Down, L, L, C Down

Eve

Up, C Left, R, Right, Down, R, R, C Right

Gore

Up, C Left, R, Right, Down, R, R, C Down

Morphix

Up, C Left, R, Right, Down, R, R, B

Niiki

Up, C Left, R, Right, Down, R, R, A

Scarlet

Up, C Left, R, Right, Down, L, L, C Left

Sonork

Up, C Left, R, Right, Down, L, L, C Up

Zenmuron

Up, C Left, R, Right, Down, L, L, C



DIDDY KONG RACING

Just a taster of a cheat for this excellent new racer – to get a turbo start, press and hold the accelerator as the words 'Get Ready' fade out. If you want a super turbo, which jets you away in a blast of blue flame, press the button a fraction of a second before the words fade entirely. Who needs Thrust SSC?

Magic Codes

Enter the codes below on the Magic Codes screen for various helpful (and not so helpful) effects. Once the codes have been entered, they can be turned on or off by accessing the 'code list' screen. Some of them will work in adventure mode, others will only have an effect in tracks mode.

Diddy Kong

has loads of cheats included in the code – hooray for Rare!

JOINTVENTURE – Co-operative two-player adventure mode
DOUBLEVISION – Everyone can select the same player

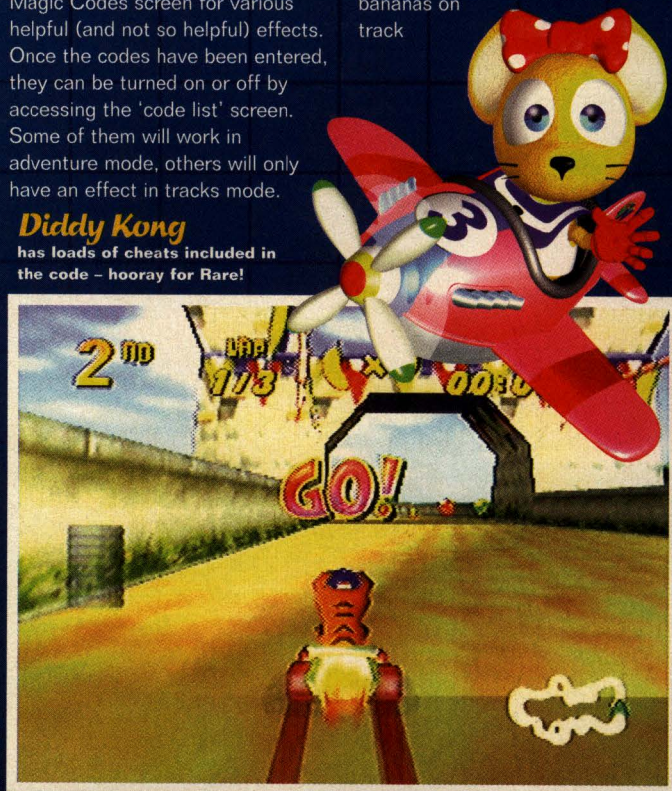
FREEFORALL – Maximum power-up on pickups

FREEFRUIT – Start race with ten bananas

VITAMINB – No limit to number of banana power-ups

ZAPTHEZIPPERS – Remove zippers from the track

NOYELLOWSTUFF – No bananas on track



BYEBYEBALLOONS – No balloons (ie, weapons) on track

TIMETOLOSE – Ultimate AI characters

BOGUSBANANAS – Bananas reduce speed instead of boosting it

BODYARMOR – All balloons are yellow shield balloons

ROCKETFUEL – All balloons are blue boost balloons

BOMBSAWAY – All balloons are red rocket balloons

OPPOSITESATTRACT – All balloons are magnetic rainbow balloons

TOXICOFFENDER – All balloons are green drop-behind balloons

ARNOLD – Larger characters

TEENYWEENIES – Smaller characters

OFFROAD – Four-wheel drive for more speed on rough terrain

BLABBERMOUTH – Instead of horn, characters burble incoherently

JUKEBOX – Music menu

WHODIDTHIS – View the credits without completing the game

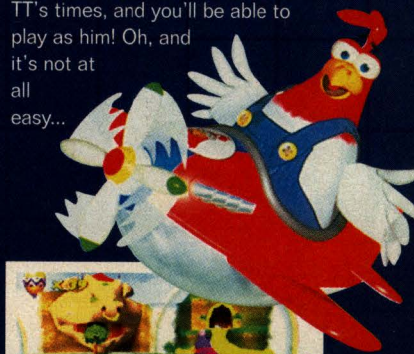


Play As Drumstick

To access the cartoon characters' fastest racer, you'll first need to get all the amulet pieces from both amulets and the four gold trophies. Then return to the central area where all the frogs are and look for the little green fellow sporting some red feathers. Run him over to enable Drumstick.

Play As TT

You'll need to beat the small clock-like fellow in every race on time-trial mode. You'll know whether you've done it because you'll see his ghost as you race, and if you do it he'll tell you to 'try the next race'. Beat all TT's times, and you'll be able to play as him! Oh, and it's not at all easy...



FIFA 64

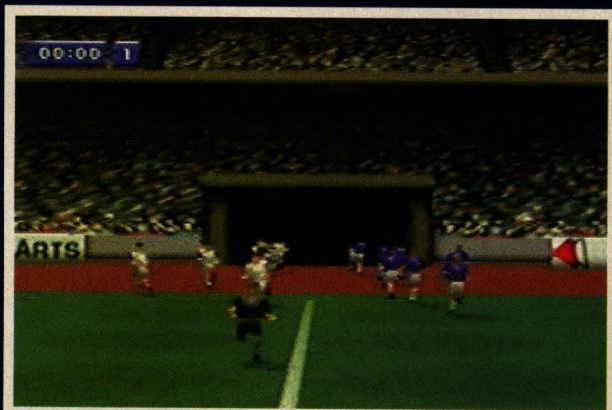
Funky options

Basically, after you've scored a goal and the scorer is doing a victory run press Top C for horns, C Left for crowd noise, C Down for drums and C Right for a mad man yelling 'goal!'

Score a goal and tap the yellow buttons for some added special effects. They're crazy at EA y'know!



Has anyone got a code to make the game better at all? A "lose jerkiness" option perhaps?



FIFA 64 – not a good game by any means, but at least we've got some funky options for you.

DOOM 64

Level Passwords

CB92 NBPL SYL? JO27

The Terraformer

CYCC MGPK X47G TS2B

Holding Area

BXYH ?G41 6Z4J PJ?Z

Main Engineering

CF3? PG6D S12Z PFKB

Tech Centre

BBXW HLGS XB8F 4RKB

Research Lab

BXRO TH1F 52GG 7W?B

Alpha Quadrant

FVV9 FL55 QGFV DWJB

Final Outpost

FFLB MQ6C VV1C PF1B

Even Simpler



Enter this cheat code for a level select, maps and infinite ammo and weapons. Cor.



Why ponce about with the pistol; trying to find some health, when you can enter this ultimate code and have it all?

DOOM 64 (US)

Ultimate Cheat Code

?TJL BDFW BFGV JVVb

Enter this code and start the game, then pause to see a 'Features' option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and even make yourself invincible!



DUKE NUKEM

The bad news is that we couldn't get these cheats to work on the UK version of the game – those programming types up at Eurocom must have changed things! Still, if you've got the American version of this great blaster, you can still try them out for size!

Enable Cheat Menu

This is the first thing you have to do – none of the other cheats here will work until the cheat mode is active. On the main menu screen,

enter Left, Left, L, L, Right, Right, Left, Left.

Invincibility

When the cheat menu is active, press R seven times to make Duke even more nails than usual!

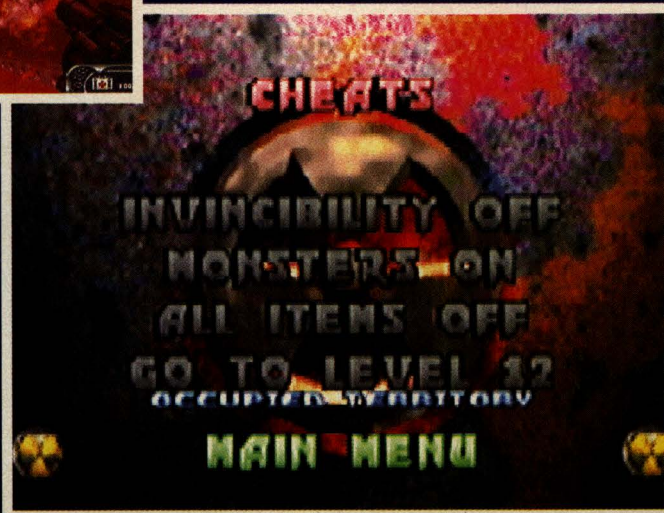
No Enemies

When the cheat menu is active, enter L, C Left, Left, R, C Right, Right, Left, Left, Right to play the game with no monsters! Where's the fun in that?

All Items

When the cheat menu is active, enter R, C Right, Right, L, C Left, Left, C Right, Right in order to be able to obtain all special items at will.

The ultimate in pointlessness – the PAL version of Duke has a code to access the cheats menu. However, nobody's yet found any way to activate the codes included in it! We asked GT Interactive about this, and they said the UK version doesn't actually contain any cheats at all. Still, if you fancy pushing combinations of buttons for hours in the hope of unlocking a cheat by chance, enter the following code on the main select screen: Left, Down, L, L, Up, Right, Left, Up.

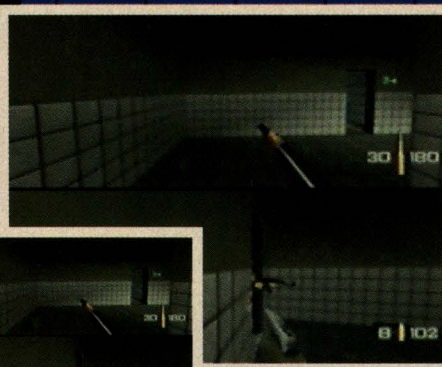
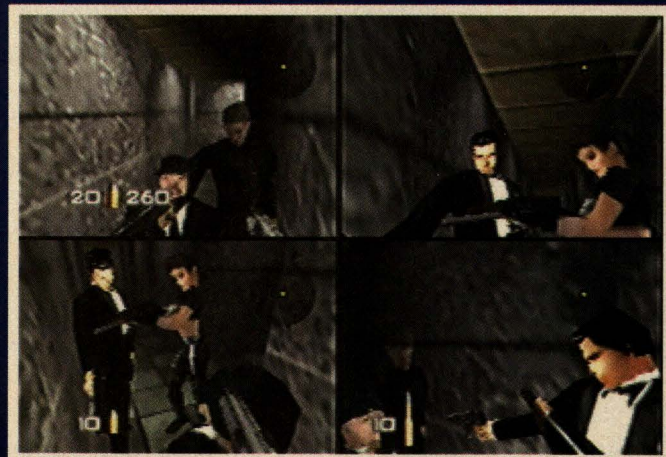


Volume Three

THE COMPLETE 64 SOLUTIONS A-Z OF N64 CHEATS

GOLDENEYE

Lovers of doing things the easy way are going to be disappointed – there are no push-button cheats for Goldeneye, as you have to completing certain levels within tight time limits. Also, you can only use the cheats on levels you have already completed (pick them from the 'cheat' menu). Difficulty is the setting you must be playing on: Agent (A), Secret Agent (SA) or 00 Agent (00).



Goldeneye is not only the best game on the N64, it also has loads of cool cheats to totally change the way you play.



Secret Levels And Characters

Complete the game on Agent level to access the secret characters in deathmatch mode (including Jaws, Mayday, Oddjob and Baron Samedi). Complete the game on Secret Agent level to open up the hidden Aztec level.

Complete the game on 00 Agent level to open up the Egyptian Crypt level. Beat this on 00 level to access the 007 mode, which includes a level editor!

Also, once the Bunker 2, Archive and Caverns levels have been beaten in Agent mode, they will become accessible in multiplayer games.

Extra Weapons

Beat the final mission (including the secret levels) on each of the difficulty levels to receive a permanent new weapon.

Agent: Cougar Magnum

Secret Agent: Moonraker laser

00 Agent: Golden Gun

Not so much a cheat, more a fun little aside. Play Goldeneye using the two control pad 'Domino' setting, and at the end of each level during the animation sequences you'll be able to shoot people using the second pad! This is particularly satisfying on levels where you are captured at the end, as you can mow down your captors.



| Level | Cheat | Difficulty | Time |
|-------------|------------------------|------------|-------|
| Dam | Paintball | SA | 2:40 |
| Facility | Invincibility | 00 | 2:05 |
| Runway | Donkey Kong | A | 5:00 |
| Surface | Grenade launcher | SA | 3:30 |
| Bunker | Rocket launcher | 00 | 4:00 |
| Silo | Turbo Bond | A | 3:00 |
| Frigate | No radar (multiplayer) | SA | 4:30 |
| Surface 2 | Mini Bond | 00 | 4:15 |
| Bunker 2 | Throwing knives | A | 1:30 |
| Statue Park | Turbo animation | SA | 3:15 |
| Archives | Invisibility | 00 | 1:20 |
| Streets | Rockets | A | 1:45 |
| Depot | Slow animation | SA | 1:30 |
| Train | Silver PP7 | 00 | 5:25 |
| Jungle | Hunting knives | A | 3:45 |
| Control | Infinite ammo | SA | 10:00 |
| Caverns | Twin RCP90s | 00 | 9:30 |
| Cradle | Golden PP7 | A | 2:15 |
| Aztec | Moonraker lasers | SA | 9:00 |
| Crypt | All weapons | 00 | 6:00 |

HEXEN (US)

Cheat Codes

Pause the game at any time, then enter the following code: **C Up, C Down, C Left, C Right**. This will cause an extra menu option, 'cheat', to appear. At first none of the options can be selected – you can rectify this by entering the following additional codes.

God Mode

C Left, C Right, C Down
Grants you invincibility. You'll still die from long falls, however.

Clipping

C Up (x20), C Down
Lets you walk through walls.

Visit

C Left, C Left, C Right, C Right, C Down, C Up

J LEAGUE PERFECT STRIKER



Hidden Teams

To get the two extra teams hidden for only the best players, go to the title screen and press the following:

Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Now press Start and hold down Z.

Huge head players

On the title screen press: Yellow top, Yellow top, Yellow down, Yellow down, Yellow left, Yellow right, Yellow left, Yellow right, B, A and then press Start and hold down Z.

KILLER INSTINCT GOLD

Open all options

Press **Z, B, A, L, A, Z** on the character profiles screen. If you've done it correctly, you'll hear someone say "Perfect."

All Character Colours

To get all training colours at once, wait for the profiles to come up and press: **Z, B, A, Z, A, L**.



Final credits

When the character profiles appear, press: **Z, L, A, Z, A, R**.

Play On Sky Level

Go to the character select screen in two player mode – you must have two joypads connected. Push down on the analogue stick and press Yellow Down simultaneously on both joypads. This will let you play on a level high above the clouds.

Quack Mode

CLLHTNMNTN

A parody of Quake with bad animation and grotty textures.

Show Enemies

NSTHMNDNT

When you call up the map, enemies are shown by red arrows.

Vivid Colours

LLTHCLRSFTHRNB

Changes the colour palette and makes it far more outta-sight!

Gives you everything in the game!

NTHGTHDGD CRTDTRK

Weapons, invincibility, level warps, infinite ammo, big heads, the lot!

View Ending

Enter the above code, turn on the invincibility option (always handy) and warp to the Campaigner. Sort him out and the ending is yours for the watching, for as long as it lasts (not long).



Play as your favourite Killer Instinct mega villains with these handy cheats.

You'll hear "Welcome" if you've done it right.

Play As Gargos

Wait until the character profiles appear and press: **Z, A, R, Z, A, B**. Gargos will laugh if it's worked.



Hexen – not a good game, but here are some cheats anyway.

Level select.

Butcher

C Down, C Up, C Left, C Left

Massacres all the monsters on screen.

Health

C Left, C Up, C Down, C Down
Restores your energy to 100.

Collect All Keys

C Down, C Up, C Left, C Right

Collect All Artifacts

C Up, C Right, C Down, C Up

Collect All Weapons

C Right, C Up, C Down, C Down

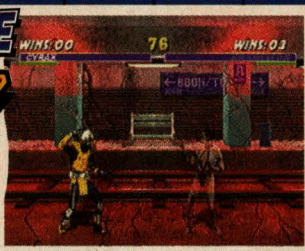
Collect Puzzle Items

C Up, C Left (x3), C Right, C Down, C Down



Volume Three

THE COMPLETE A-Z OF N64 CHEATS



New options include play as Kameleon, plus Space Invaders, Pong and Galaga bonus games. What a lot of hidden stuff!

MORTAL KOMBAT TRILOGY

Random Character

On the character select screen, put the cursor over Noob Saibot and press Up and Start simultaneously for a completely random selection.

Choose Battle Arena

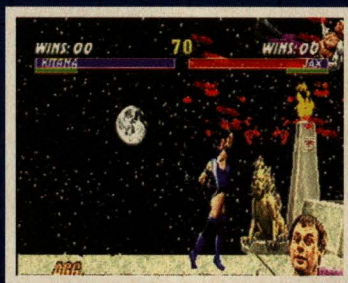
On the character select screen, highlight Sonya and press Up and Start. An earthquake will occur and then you will be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Kahn's Tower, press and hold the analogue stick left and then press A and the Yellow top button before the match begins. Your fighter should explode and Motaro will replace him.

Play as Shao Kahn

On the Rooftop or Pit 3, press Down on the analogue stick and press A and B before the start of the bout. Shao Kahn will appear.



Lots of cheats for this bloody beat-'em-up, these ones sent in by e-mail by Joseph Carter. Remember, send us cheats, get goodies in return!

Play as Kameleon

On the Star Bridge stage, when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty!", just press Down and Start before he vanishes from whence he came. You'll then have the opportunity to battle our poorly-spelt chum.

Fight as Human Smoke

Choose Cyber-Ninja Smoke as a character. Then hold \triangle + HP + HK + Run + Block before the 'Fight' screen appears or inbetween rounds. Cyber-Ninja Smoke will explode and change into Human Smoke.

Unlimited credits

During the story screen, press \downarrow , \downarrow , \uparrow , \uparrow , \triangle , \triangle , \square , \square . A sound will confirm that the code has worked. Now after the next match is lost, the word 'Freeplay' will appear in the remaining Credits window.

Extra options

During the Kombat Mode selection screen, press \uparrow + Start. Now new options to disable timer, blood, aggressor and combos will appear.

Bonus Galaga-type game

If you persevere and fight 100 two-player matches consecutively, a game called Land Of Rellim will begin.

Bonus Pong game

Not quite as gruelling, but if you fight 50 two-player matches consecutively, a bonus game of Pong will start running.

Bonus Space Invaders-type game

Press Z when an object appears over the moon on the pit stage of a two-player match. The sound of a bell will confirm that the code has worked. The winner of that round will play Invaders From Space.

Enable both red and blue ? menus

During the story screen, press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now the red and blue question mark menus will be available to provide the following options:

Red Question Mark menu

| | |
|-------------------|--------|
| Freeplay | ON/OFF |
| Fatality Time | ON/OFF |
| Collision Boxes | ON/OFF |
| One Round Matches | ON/OFF |

Blue Question Mark menu

| | |
|---------------|------------------|
| Level Select | ON/OFF |
| Throwing | ENABLED/DISABLED |
| Unlimited Run | ENABLED/DISABLED |
| Bloody Kombat | ON/OFF |
| Human Smoke | ON/OFF |
| Kameleon | ON/OFF |



MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win every time, choose Kingroader (the yellow Jeep-type vehicle) and adjust the aerodynamics so that the maximum speed is 205kph. Assuming you aren't completely incompetent at driving, you'll hardly ever skid (even on snow), allowing you to outpace even cars which should be much faster.

Doing this, you'll be able to unlock the hidden cars and mirror tracks even faster than you would otherwise, not that it should take more than a day anyway...

Hidden Route

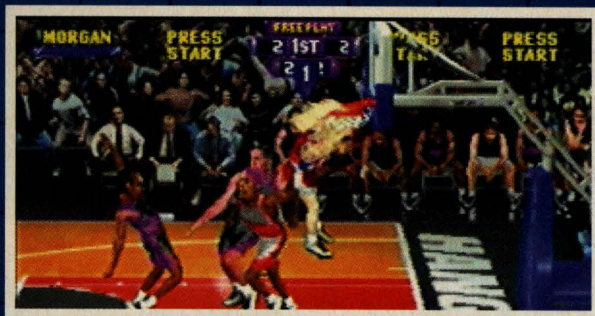
The Downtown track has a hidden route, which can massively reduce your time and is a lot easier than the normal track. At the top of the hill that leads to the waterfall, there is a tree just before some fences. Drive through the tree (don't worry, it won't hurt!) and you'll be on easy street!



Choose the Kingroader to win every time because it actually has "this is the best car" written on the side. Bit of a clue that.



It's only just out but already we've got some top tips from across the water. 64 SOLUTIONS. If it's out, we've got the cheats.



Enter the code below and you two could clone the best players for your team.

NBA HANGTIME

Duplicate Players

If you've bought this annoying basketball game, you might decide that your day would be made if you could have two Dennis Rodmans (Rodmen?) on your team. Now you can. Enter any of the following codes as your name and use the **PIN 0000** to access them.

| | |
|-------------------------|---------------------------|
| Ahrdwy (Penny Hardaway) | Motumb (Dikembe Mutumbo) |
| Cliffr (Cliff Robinson) | Mourng (Alonzo Mourning) |
| Davidr (David Robinson) | Mursan (Gheorghe Muresan) |
| Dream (Hakeem Olajuwon) | Pippen (Scottie Pippen) |
| Elliot (Sean Elliot) | Rodman (Dennis Rodman) |
| Ewing (Patrick Ewing) | Rice (Glen Rice) |
| Glennr (Glenn Robinson) | Smits (Rik Smits) |
| Ghill (Grant Hill) | Stackh (Jerry Stackhouse) |
| Hgrant (Horace Grant) | Starks (John Starks) |
| Johnsn (Larry Johnson) | Webb (Spud Webb) |
| Kemp (Shawn Kemp) | Webber (Chris Webber) |
| Kidd (Jason Kidd) | |
| Malone (Karl Malone) | |
| Miller (Reggie Miller) | |



Customise your team with the bizarre "ridiculous hair" cheat, sent in by James Brain of Trowbridge.



Mad options within this game let you turn players into dunking freaks!

Ridiculous Hair

If you've selected Dennis Rodman, you can keep pressing the Pass button to change the colour of his hair. Exciting stuff.



If anyone has any more cheats for this game, get them to us now!

SHADOWS OF THE EMPIRE

You'll need a Controller Pak to save your game – assuming you have one, start a new save slot and call it .Wampa..Stompa (each . represents a space). You must get the case of the letters correct for the cheat to work. When you start the game, pause it, go to the options menu and set the controller type to 'traditional'. Now you can play as the forces of evil!

Play As AT-ST

In the second round of the Hoth battle, when the Scout Walkers appear press Left on the D-Pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-ST. Now use the D-Pad to stomp some Rebel ass!



You can be the AT-ST in Shadows with this cheat!

Play As Wampa

On the 'Escape From Echo Base' level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-Pad is used to control the new character – push Down to attack.



Disguise yourself as a Storm Trooper by using the Wampa code twice and pressing C a lot. Cool.

Play As Stormtrooper

Repeat the code to access the Wampa, but keep pushing C Right until the stormtrooper appears.

Play As TIE Fighter

This requires you to collect all the Challenge Points on the Medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X-Wing. Cool enough, but if you hold C Right for another five seconds, you will now be flying a TIE Fighter!

End Sequence

End your name as **_Credits** (a space before the first C). When you begin the game, you will be taken to the end sequence.



Wampas are dangerous creatures – especially if you are playing as one. Crush windpipes galore!

TETRISPHERE

Go to the 'new name' option, and press L, C Right and C Down to bring up some weird characters. Then enter the following names for extra spherical action!

Lines Game

Enter the name **LINES** to play the Lines game. You have to drag the blocks into rows and columns, rather than stacking them, to make them disappear.

Access All Levels

To play the level of your choosing without having to spin through the whole game, enter the <Saturn> <Spaceship> <Rocket> <Heart> <Skull> characters. You will now find a level select when you open a previously saved game.

New Music

Enter G<Alien Head>MEBOY to get some Game Boy-style new tunes.

View Credits

Work yourself into a fever pitch of excitement entering the name **CREDITS** to, shockingly, view the credits!

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

View Credits

Was printed as GRVDTS – but should have been CRVDTS. The offending writer has had his heart ripped out. In an attempt to make amends (grovel, grovel) here are some more cheats for those of you too rubbish to reach the end of the game.

Skip To Quan Chi

As Sub-Zero dies before a



checkpoint, hold down A.

Skip To Shinnok

As Sub-Zero dies before a checkpoint, hold down B.

Beating Shinnok

Shinnok has an impenetrable shield that works even if he's frozen, but he can be defeated. As he fires a blast at you his shield will drop for a second, at which point you need to throw an ice blast. If you've got the timing right, he'll be frozen, but you still can't reach him. Instead, freeze him again, and run back to the teleporter, which will take you to the teleporter behind Shinnok. Quickly run up to him, as his shield only functions from the front, and press A to grab Shinnok's medallion. If you're successful, Shinnok will transform into a monster and Rayden's portal will

appear. Jump through the portal to meet Rayden and Shang Tsung.

Combos

3 Hit – requires 18 experience pts:

HK, HK, Back + HK

6 Hit – requires 36 experience pts:

HP, HP, LP, LK, HK, Back + HK

Special Moves

1. Ice Blast: Down, Forward, LP

2. Slide: BL + LP + LK + Back

3. Directional Ice Blast

Upwards: Down, Forward, HK

Downwards: Down, Back, LK

4. Air Ice Blast: Jump, then Down, Forward, LP

5. Ice Clone: Down, Back, LP

6. Ice Shatter: Freeze twice, then

Uppercut or Roundhouse Kick

7. Super Slide: BL, LP, HP, Back

8. Freeze On Contact: Down,

Forward, Forward, HP

9. Polar Blast: Forward, Back,

Back, HP

Fatality

Spine Rip:

Forward, Down,

Forward, HP

You need to

be one step

away to

accomplish

this move.



NAGANO OLYMPIC HOCKEY '98

When will Midway get around to creating an ice hockey game that isn't just Wayne Gretzky with different teams? Anyway, enough moaning and on to the cheats.

Continual Fighting

Make sure the "Fighting" selection is highlighted on the options screen, hold L and press C Right, C Left, C Left, C Right, C Down, C Up, C Up, C Down, C Left, C Right, C Right, C Left, C Right, C Left.

Change Player Appearance

On the options screen press C Left + R, C Down + R or C Up + R. Adjust the first six bits of the 16-bit register to alter the game by pressing:

C-Down + R to alter bits 1 and 2

C-Left + R to alter bits 3 and 4

C-Up + R to alter bits 5 and 6

Register

Effect

| | |
|--------|---|
| 100000 | Squat players. |
| 010000 | Squat players, big heads. |
| 110000 | Squat players, small heads. |
| 001000 | Squat players, small announcer's voice. |
| 000100 | Big players, big announcer's voice. |
| 000010 | Squat players, small announcer's voice. |
| 000001 | Stretched players, big announcer's voice. |
| 110110 | Big players, small heads, big announcer's voice |
| 010010 | Squat players, big heads, small announcer's voice |
| 010101 | Big players, big heads, big announcer's voice |
| 010001 | Stretched players, big heads, big announcer's voice |



These secret codes will make your hockey playing much more interesting.

NBA IN THE ZONE 98

Having trouble with Konami's rather blurry basketball game? Try this tip for size.

Easy FreeThrows

To make this rather difficult activity a tad easier, repeatedly push the analogue stick upwards when you're about to take the throw, and the shot indicator will slow down.



Help is on hand if you are having difficulty in hitting the basket from the free throw line.

NBA HANGTIME

Enter the following codes on the "Tonight's Matchup" screen, using A to alter the first digit, C Down to alter the second digit, and C Right to alter the third digit.

| | | | |
|-----|-------------------|-----|-------------------------|
| 025 | Baby players mode | 390 | No shoving |
| 048 | No music | 461 | Infinite turbo |
| 111 | Tournament mode | 552 | Hyper speed |
| 120 | Turbo passing | 616 | Increase blocking power |
| 273 | Stealth turbo | | Fast stealing |
| 284 | Maximum speed | 709 | Maximum power |
| | | 802 | No goal tending |
| | | 937 | |

NFL QUARTERBACK CLUB '98

Two-four-six-eight, who do we appreciate? N-six-four! American sports sims are invariably laden with hidden 'stuff', and Acclaim's gridiron game is no exception.

Cheat Mode

Enter the following codes on the cheat menu screen for the desired result. Correct code entry will be confirmed by a tone (hi, Tone!).

Effect

Eight downs
Tall, thin players
Expert defence
Strong receivers
Longer dives
Spinning receiver
Top quarterback
Longer jumps
Slow motion

Code

8DWNDRV
BBMNTBL
BGBFYDF
BGBFYFF
BGSPRDV
BGTWSTRS
BRDWYNMTH
CRLWYS
FRMBYFRM



Fumble mode
Repeated fumbles
Short players
Instant passing
Disable cheats
Lousy defence
Lousy offence
Ball tipped when passing
Repeated dives
No tackles
Crawling players
Lousy players
Sledge mode
100-yard passes, kicks, and punts
Always tackle
Expert players
Speedy running
Acclaim and Iguana teams
No fumbles
Lousy quarterback
Electric football mode
Max discipline & awareness stats

GTNHND
GTNHND
JPNMWR
LDSTRTRK
LLCHTSFF
LLDFSCK
LLFFSCK
LWYSTPSS
MNFLDMD
NBCTCKLS
PBYBYMD
PWHYRMN
SNWSLDS
SPRBGRMS
SPRDPRTCKL
SPRTMMMD
SPRTBMD
STNTXTM
TGHTGRP
TRNTDLFR
YLCTRCFB
YNSTYNS

ROBOTRON 64

Love it or hate it, Robotron 64 is here! (Personally, we love it.) And so are some cheats to make the whole thing a little easier...

The following codes should all be entered whilst on the Robotron game setup menu screen.

Level Select

Down, Up, C Left, Down, C Left, C Right, Down, C Right.

50 Lives

Up, Up, Down, Down, Left, Right, Left, Right, C Left, C Right, C Left, C Right.

Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down.

The following codes need to be entered while playing the game.

Speed Up

During the game, Left, Left, Right, Right, C Up.

Shield

During the game, Down, Left, C Left, C Right.

Flame Thrower

During the game, Down, Right, Down, Right, C Right.

Gas Gun

During the game, Up, Down, C Right, C Left.

Four-Way Fire

During the game Down, Down, Up, C Right.

Three-Way Fire

During the game, Right, Right, C Left, C Down.

Two-Way Fire

During the game, Up, C Up, Up, C Up.

Extra lives

Enter the following passwords to start the game with 110 lives.



Easy difficulty level: BSBBBBTJBB
Normal difficulty level: BCBBLBTJBB
Insane difficulty level: BFBBBCTJBB

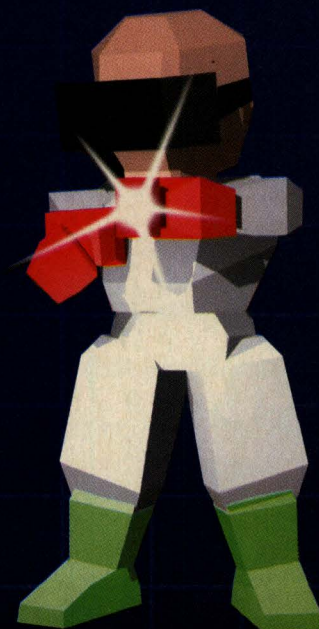
Level 101: DLRHQQLMJ
Level 102: DBBJQLDLNS
Level 103: DNMQGFLPS
Level 104: DNTJQLCLQJ
Level 105: DGBKQLCLRJ

Passwords

Level 90: CSSRQQLRH
Level 98: DGQDQQLLHJ
Level 99: DNKFQGLLJJ
Level 100: DDJGQGLLJJ

Access Final Level

Enter BJTCNGLFCR as a password.



Volume Three

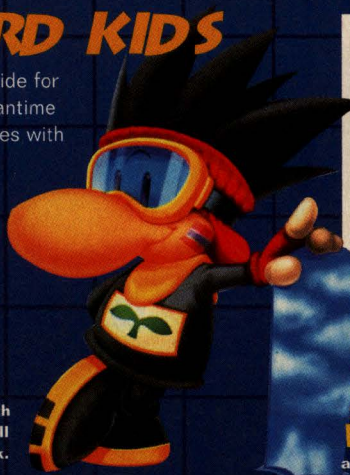
SNOWBOARD KIDS

We'll have the definitive players' guide for this game next issue, but in the meantime you can work on improving your times with this little tipette...

Turbo Start

Tap A repeatedly when the 'Ready' message appears at the start and your kid will jump out into an early lead without needing to build up speed.

Fast moving snowboard action with a hint of target practise. This cheat will help you to get to the front of the pack.



When you see the READY sign press A repeatedly. You will jump forward and accelerate immediately if you have performed this manoeuvre correctly.

TOP GEAR RALLY

Whether you play the English, American or Japanese version of this game, there are cheats galore behind the garage door! They do work, trust us – the best way to enter them is to start pushing buttons quickly when the Kemco screen appears after switching on or resetting the machine.

PlayStation Mode

In technical terms, this cheat removes bi-linear filtering. If you're not a techno-ponce, it takes off the blurring and makes everything look horrible and blocky! During a game, press B, Left, Right, Up, Left, Z, Right for a ticket to Blockville.



Acid Mode

Wow, far out, man! This strange code lets you see what it's like to drive while out of your head on illegal substances. During play, push C Down, Z, B, Up, Up, Right for that full-on hippy vibe.

All Tracks

The cheat to access all tracks we printed last issue does work – honest! To get it to work, you have to be on the title screen, since pressing A will put you onto the selection screen.

Rest assured, you can play the Strip Mine track, and here are the pictures to prove it! When the Kemco logo appears, quickly press A, Left, Left, Right, Down,



Z – you'll then be able to play the Strip Mine track (and any others you haven't already opened) in Arcade and Time Attack modes.

View Strip Mine

If you don't want to cheat your way to it, but still want a sneak preview, you can see a tour of the Strip Mine track during the credits by going to the credits icon in the options menu and pressing Left, C Down, Right, Down and Z.

Beachball Car

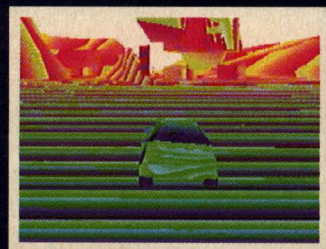
Enter B, B, A, Left, Left, C Down, A, Right on the Arcade mode-selection screen.

Cupra (Ice Cube) Car

Enter C Down, Up, B, Right, A, C Down, A, Right on the Arcade mode-selection screen.

Helmet Car (or Mini)

Enter Up, Up, Z, B, A, Left, Left on the Arcade mode-selection screen.



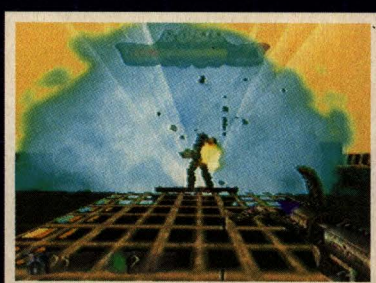
Freaky fractals and some strange new cars are available when you enter these magic codes

Add a touch of individuality to your racing car with these super cheats. The cars will not handle any different but they certainly look funny.

TUROC DINOSAUR HUNTER

Full cheats list!

Enter the following in the cheat menu helpfully provided in the game.



- DNCHN – Dana mode, gives you tiny enemies.
- DLKTDR – Pen and Ink mode, turns everything into sketches.
- SNFFRR – Disco mode – you figure it out!
- THBST – Gallery mode – lets you view all the characters.
- CMGTSMMGTS – All weapons.
- BLTSTRFRND – Infinite ammo.
- FRTHSTHTRLSCK – Unlimited lives.
- THSSLKSL – Spirit mode all the time.
- GRGCHN – Greg mode – loads of weird stuff!
- FDTHMGS – Credits.
- RBNSMTH – Robin mode, infinite everything, invincibility.

WAVE RACE 64

Different Coloured Jetskis
On the jetski selection screen, press Up on the analogue stick to change the colour and A to select it.

Ride the Dolphin

In the Stunt Mode, choose to visit Dolphin Park and ride the rings using the following special moves:

Handstand Backwards
Riding Standing
Somersault
Single Flip
Dive
Sideways Roll (in both directions)

If you do all these in the correct order, the dolphin will squeak. Now go to the Championship mode, normal and warm up, and press Down on the analogue stick and press A to get the dolphin.



Change the colour of your jetski in Wave Race 64 (because they're not exactly that cool to begin with, are they?)



A great tip for Wave Race 64 allows you to ride as the dolphin if you perform the right stunts.



WAR GODS (US)

Access Cheat Menu

Want a whole host of extra options on Midway's new beat-'em-up? When you're on the initial War Gods title screen, before the game options appear, just press D-Pad right three times, B, B, A. A. If you've got it right, a voice will boom out to inform you of your success.



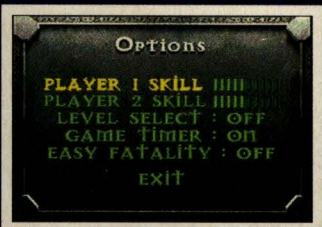
Activate the cheat menu first, then choose from the list which appears.

Easy Fatalities

Once the cheat mode is active, to make killing a whole lot easier press A, B and the Top and Right C buttons simultaneously after defeating your adversary.

Play As Exor

On the character selection screen, push L, D, D, R, L, U, L, U, R, D on either the D-pad or the analogue stick, then select any character. You will play the round as Exor.



We urge everyone not to buy this game, but if you already have, you might get some fun with these...

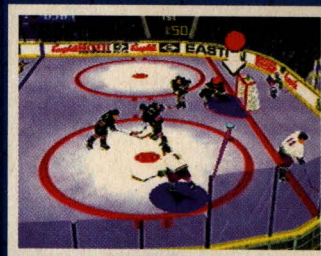
Play As Grox

On the character selection screen, push D, R, L, L, U, D, R, U, L, L on either the D-pad or the analogue stick, then select any character. You will play the round as Grox.

WAYNE GRETZKY'S 3D HOCKEY

Hot new teams

Select Set-up right from the main menu and in the options screen, hold down the Left shoulder button and press the following Yellow buttons: Right, Left, Left, Right, Left, Left, Right, Left and Left. A 16 digit code will appear and four new teams will now be available.



Alter player sizes

In the options screen, press and hold the Yellow top button and press the Right shoulder button to display a 16 digit code. Change the digits using the Yellow buttons and you will alter the legs, bodies and heads of all subsequent players.

Invisible Players

Pause the game during the face off and select the Replay mode. Use the Left shoulder button to choose a team member, and then press the Right Shoulder button to select an opponent. When flashing, press Z and they will turn invisible.

WAYNE GRETZKY'S 3D HOCKEY 89

The 1998 respray of Gretzky has a few cheats tucked away in it.

Old Teams

To play with some older teams, hold down L on the Options screen and (without releasing L) enter the following code: C Right, C Left, C Left, C Right, C Left, C Left, C Right, C Left, C Left.

Debug Mode

Teach yourself programming! Or not. You can play with the appearance of the hockey players using a 16-bit register. Modify the first six bits of the register by using the following button combinations.

C Down + R - alters bits 1 and 2
C Left + R - alters bits 3 and 4
C Up + R - alters bits 5 and 6

Register

100000
010000
big heads.
110000
001000
000100
000010
000001
110110
010010
010101
010001

Effect

Gives you wide players.
Gives you wide players with big heads.
Gives you wide players with small heads.
Gives you small players.
Gives you tall players.
Gives you small players.
Gives you thin players.
Gives you tall players with small heads.
Gives you small players with large heads.
Gives you tall players with large heads.
Gives you thin players with large heads.



NEXT ISSUE

64
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Subscription Rates (6 issues)
UK: £15 • Europe: £18
Rest of World: £23

The makers of 64 Solutions also produce: Play, 64 Magazine, Internet Access Made Easy, PowerStation, Alien Encounters, Windows Made Easy, Complete Solutions and more soon!

Printed by ET Heron, The Bentall Complex, Colchester Road, Haybridge, Maldon, Essex CM9 4NW.

Distributed by Seymour International, Windsor House, 1270 London Road, Norbury, London SW16 4DH.
Tel: (0181) 6791899

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64 SOLUTIONS is published by Paragon Publishing Ltd (tel: (01202) 299900, fax: (01202) 299955, http://paragon.co.uk) and is available from your local wholesaler.

64 Solutions is distributed by Seymour (tel: 01202 200232) and is fully SOR.

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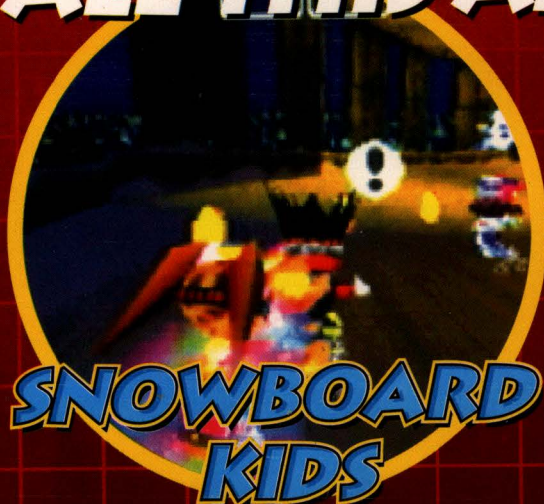
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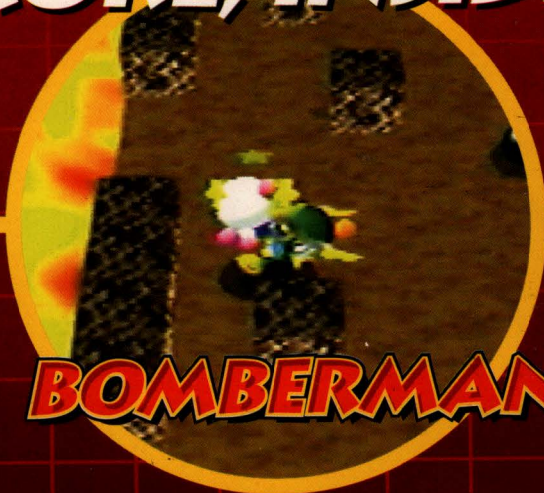
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